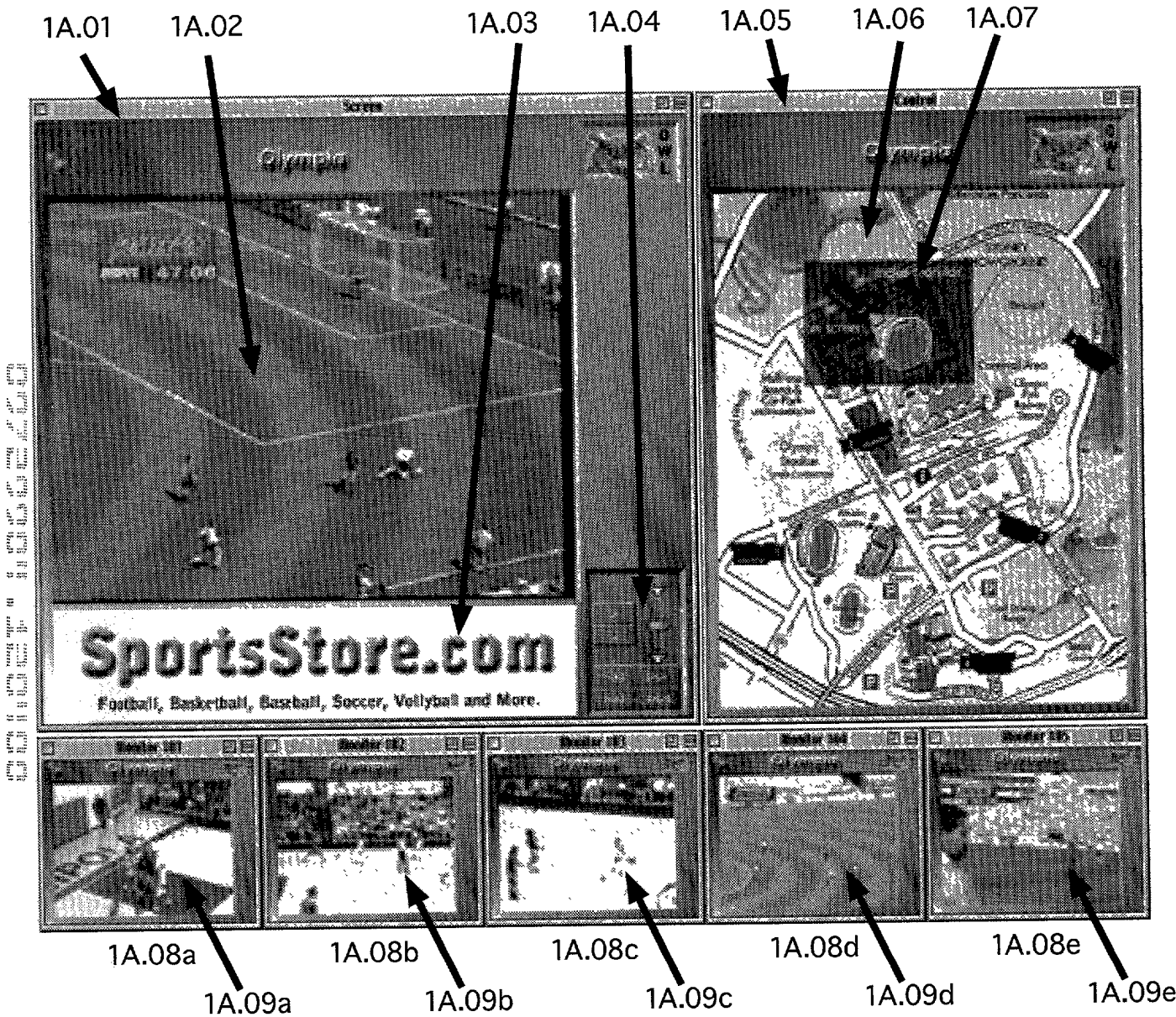


Front-end Human Interface - Accessing Asset Offerings

Example for Video Broadcasting



Scale 1:2

Fig. 1A

Front-end Human Interface - Localization

Example Layout for British Localization

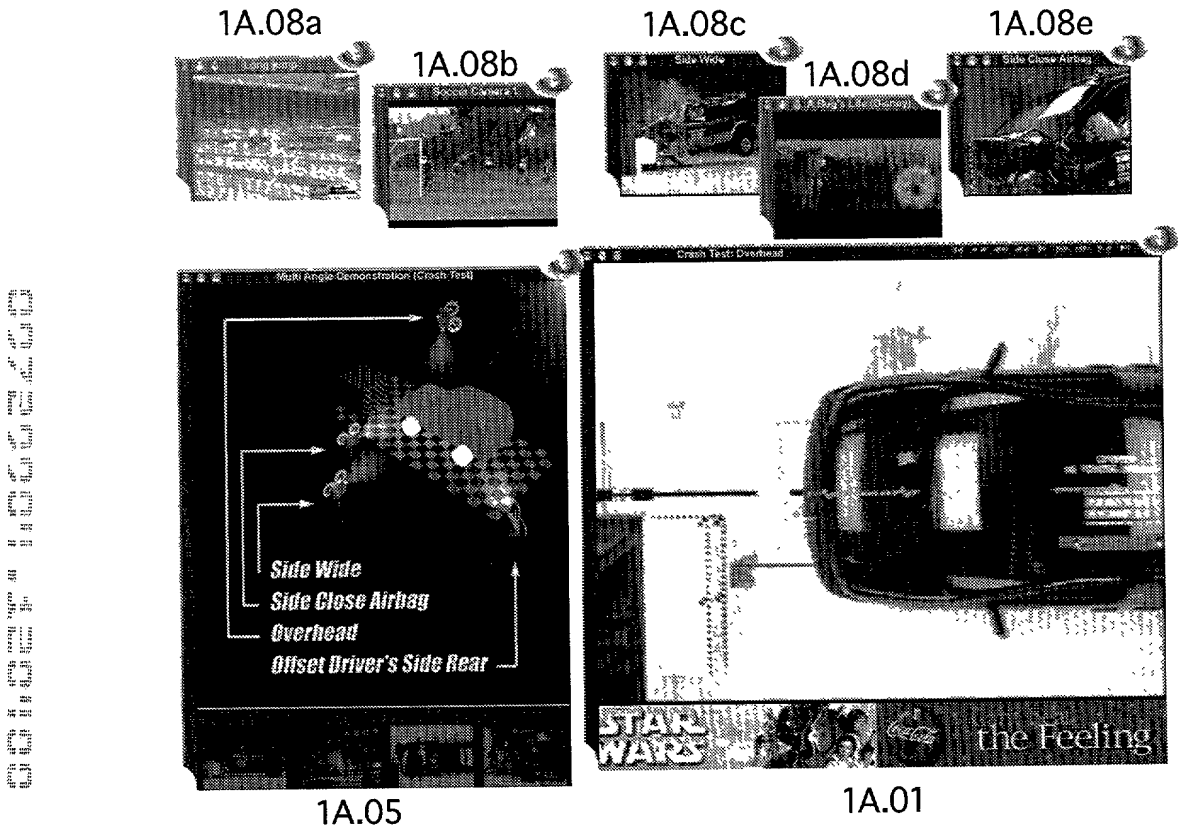


Fig. 1B

Scale 1:2

Front-end Human Interface - Localization

Example Layout for Egyptian Localization

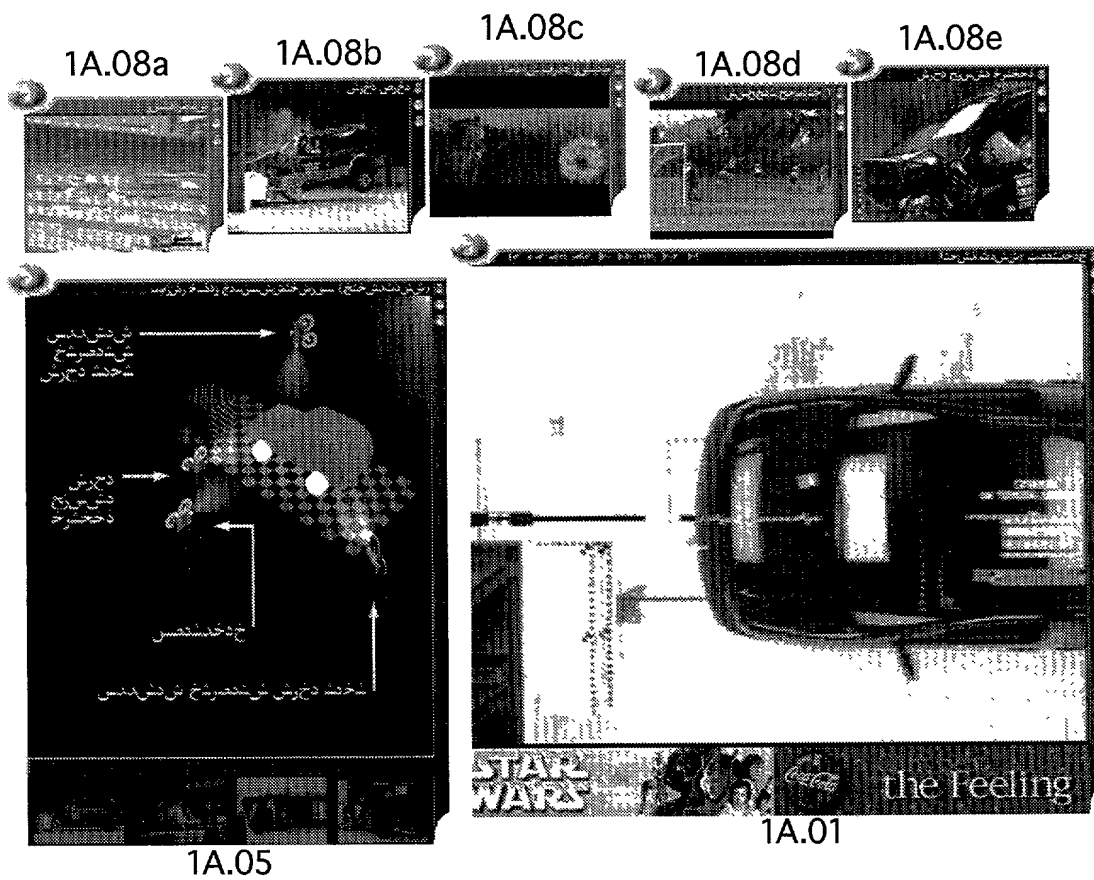


Fig. 1C

Scale 1:2

Front-end Human Interface - Localization

Example Layout for Japanese Localization

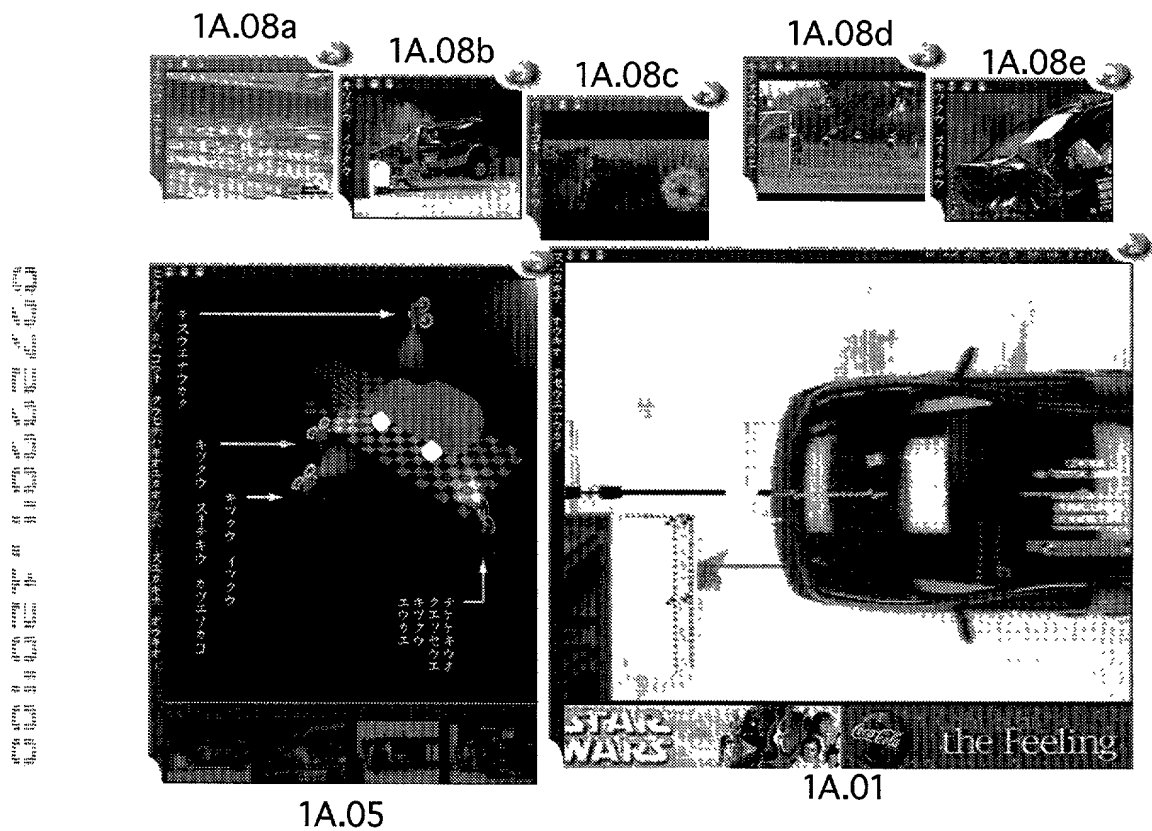


Fig. 1D

Scale 1:2

Front-end Human Interface - Screen Layout
Examples Free Window Positions

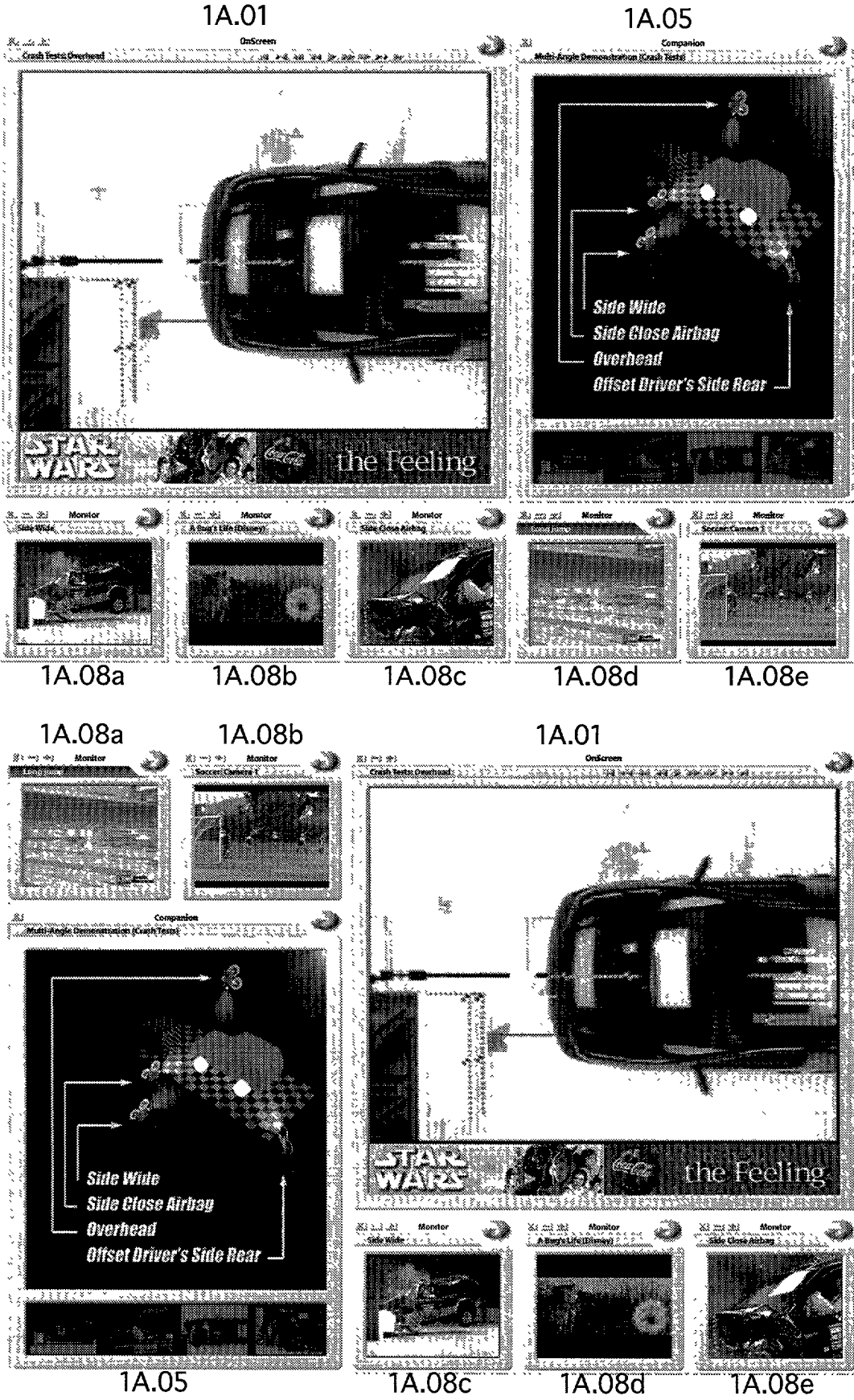


Fig. 1E

Scale 1:2

Front-end Human Interface - Screen Layout

Examples Free Window Positions

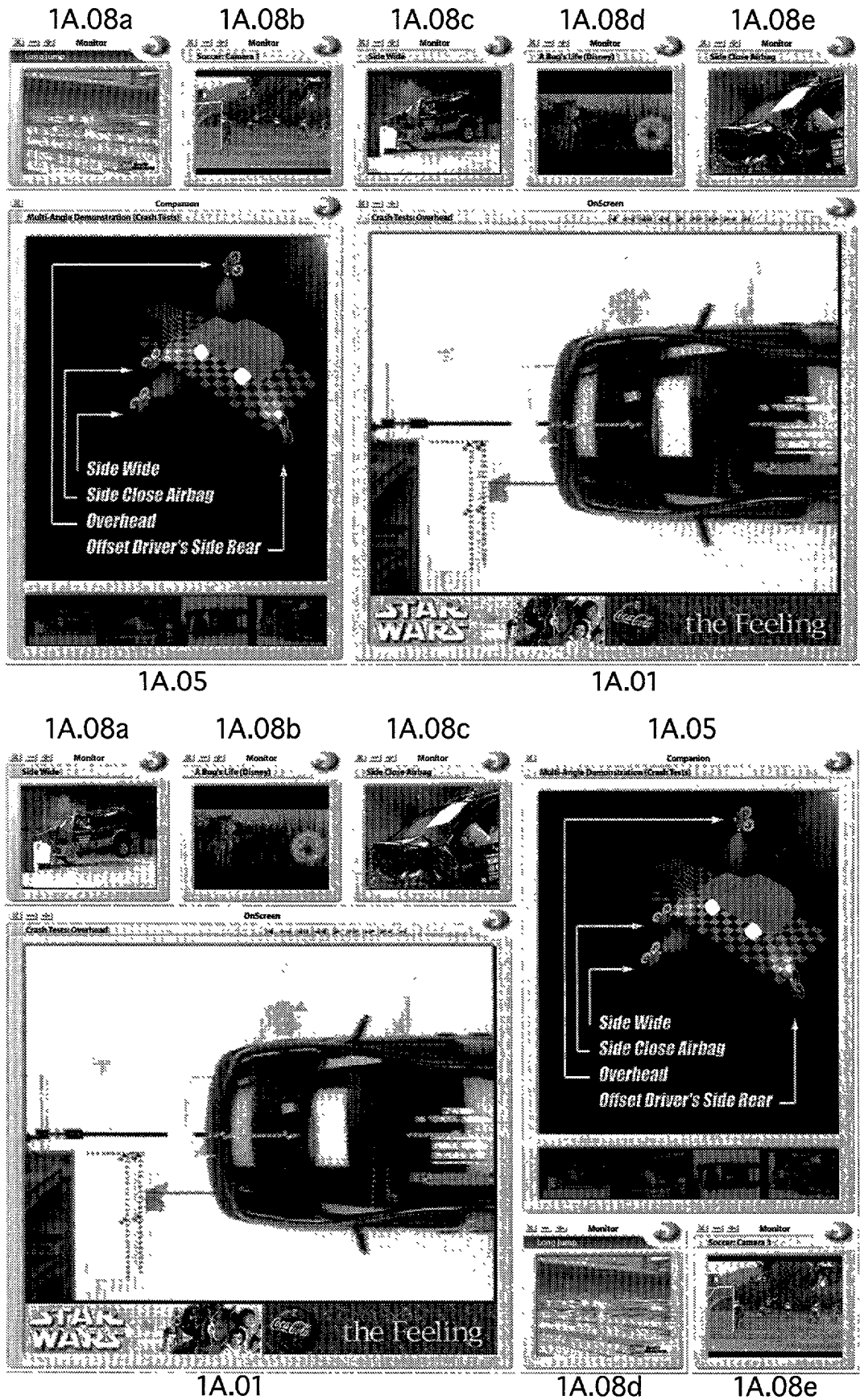


Fig. 1F

Scale 1:2

Front-end Human Interface - Accessing Asset Offerings

Example for different Asset types (Movie, Script and Forms)

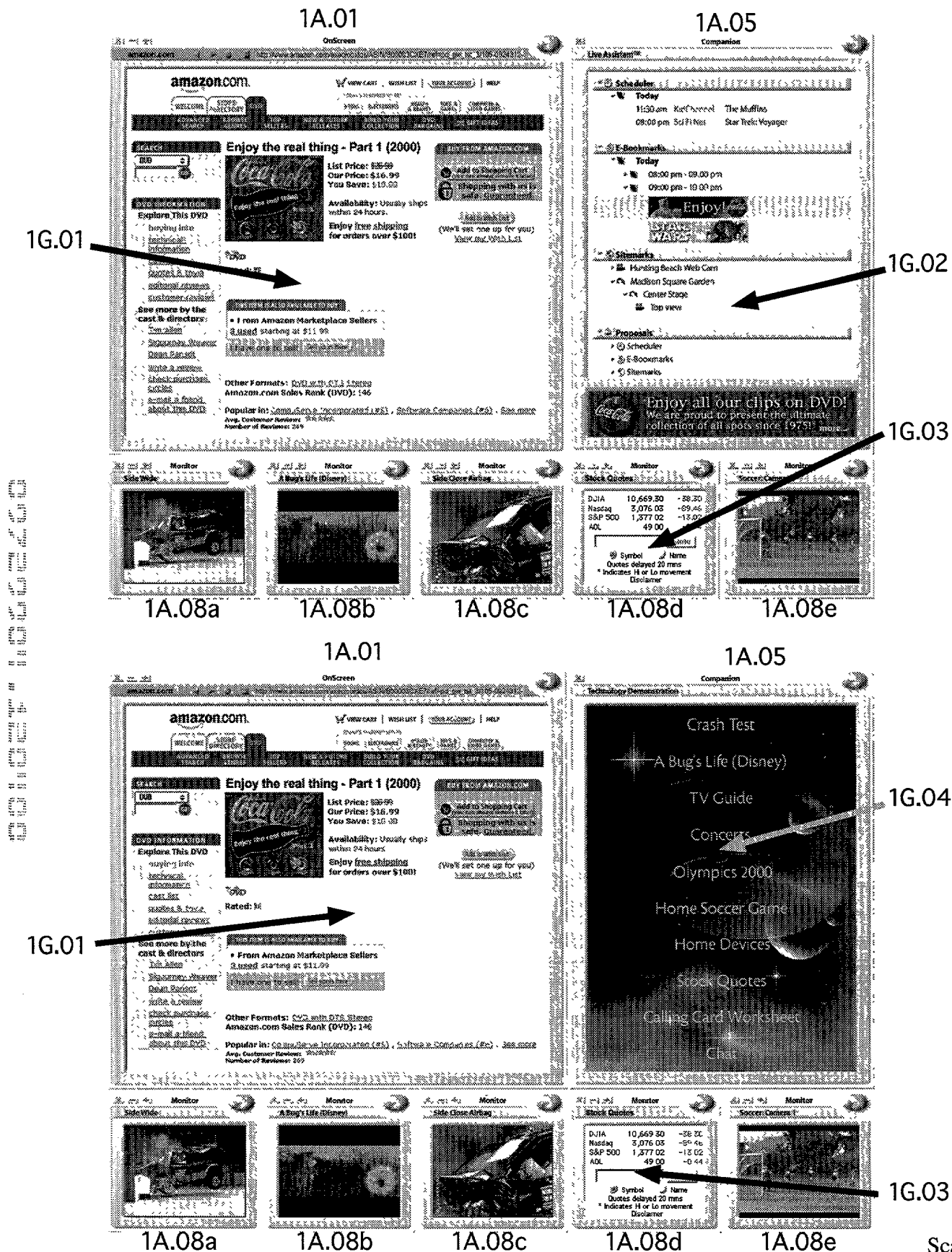


Fig. 1G

Scale 1:2

Front-end Human Interface - Accessing Asset Offerings

Example for different Asset types

(Movie, Data Sheet, Forms and Home Device Control)

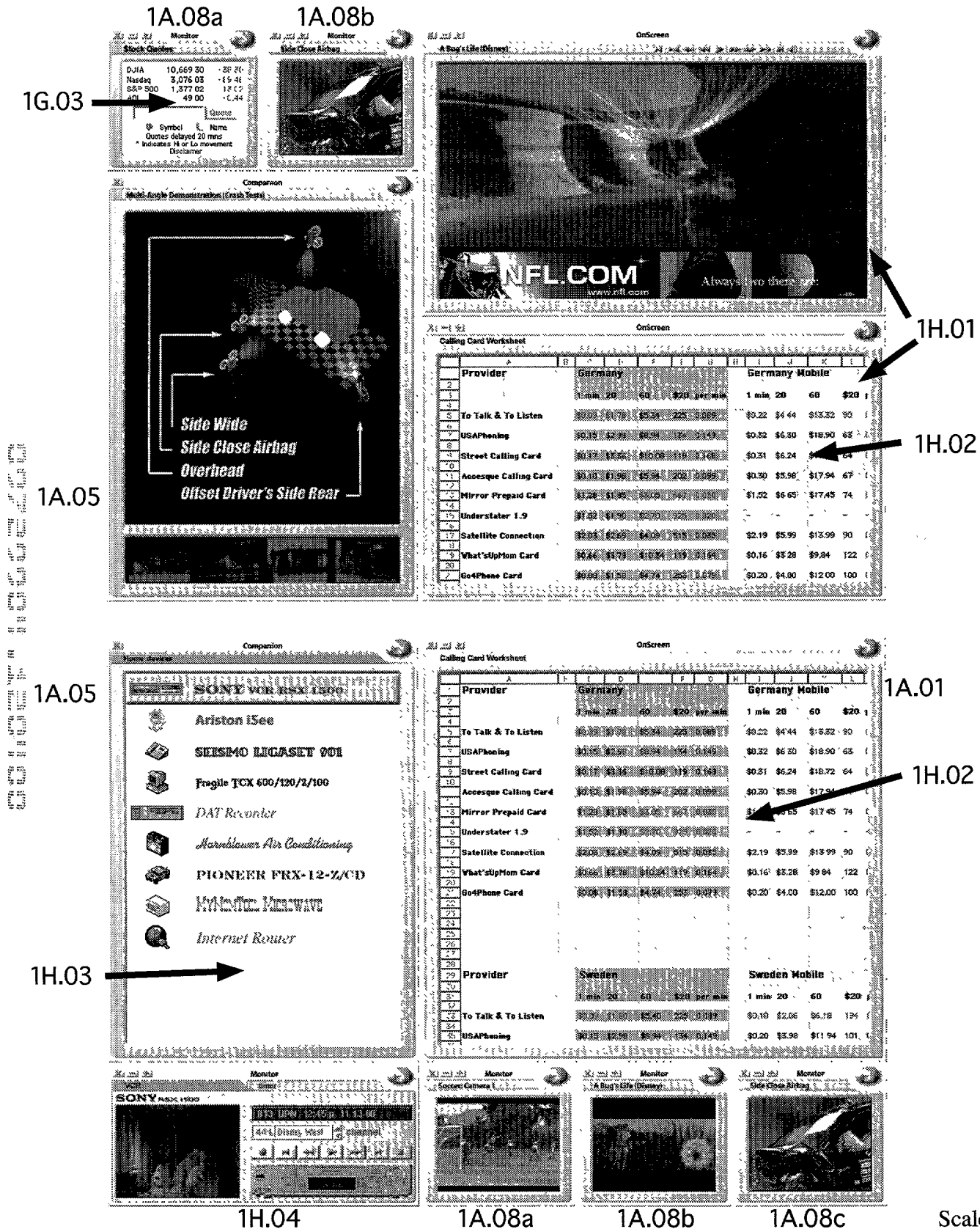


Fig. 1H

Front-end Human Interface - Accessing Asset Offerings

Example for different Asset types

(Movie, Data Sheet, Forms and Home Device Control)

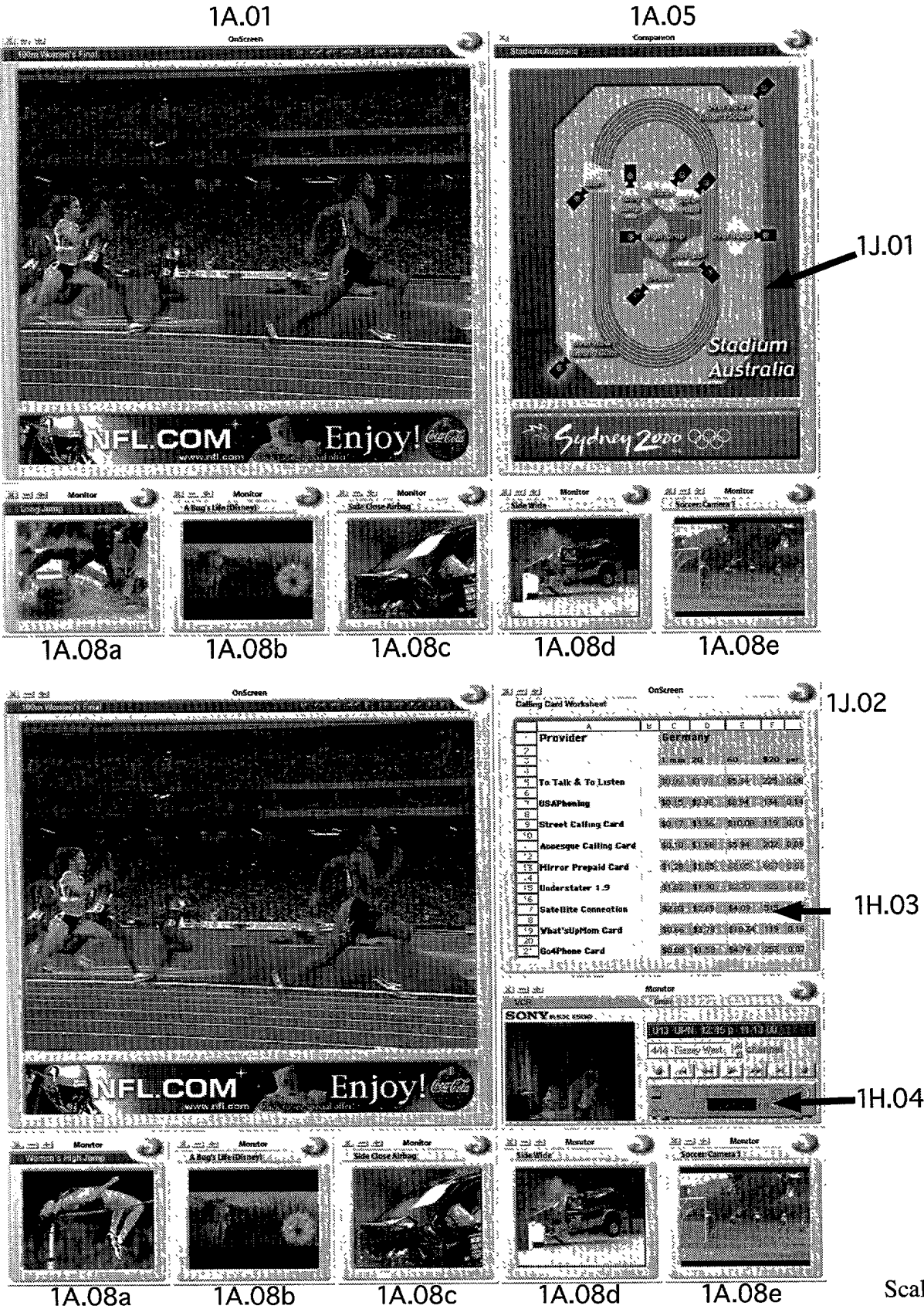


Fig. 1J

Front-end Human Interface - Access Devices

Example: Screen Layouts on Color Palm Pilot IIIC (160 x 160 pixels)

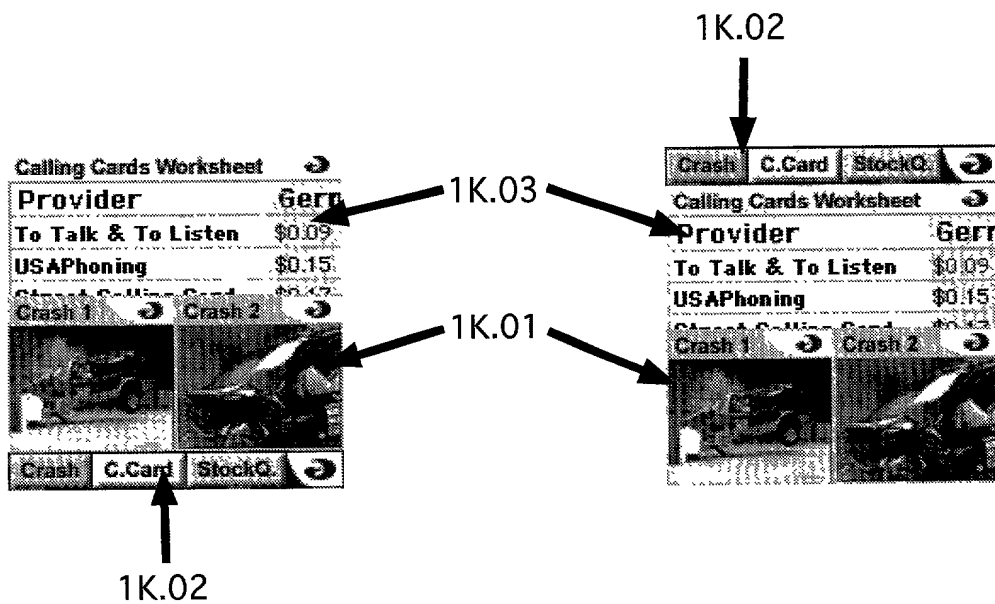


Fig.1K

Scale 1:1

Front-end Human Interface - Access Devices

Example: Screen Layouts on a Pocket PC (240 x 320 pixels)

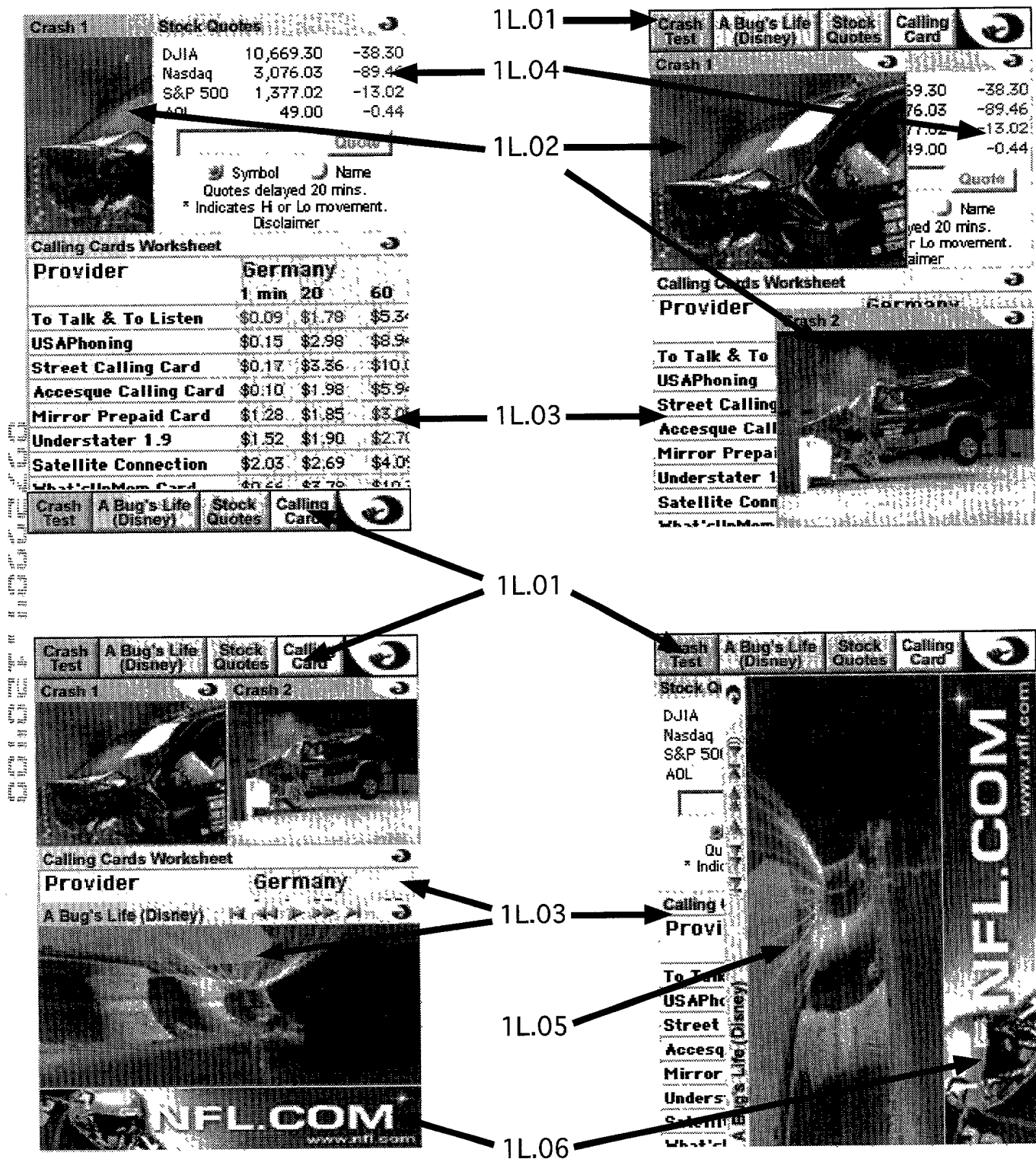


Fig.1L

Scale 1:1

Front-end Human Interface - Access Devices

Example: Screen Layouts on a Pocket PC (320 x 240 pixels)

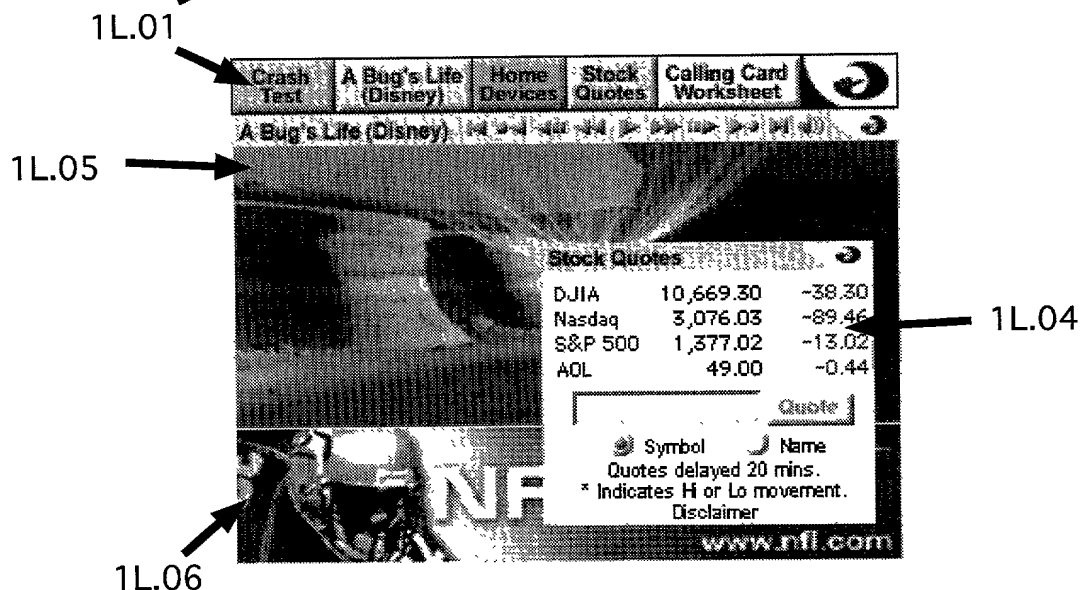
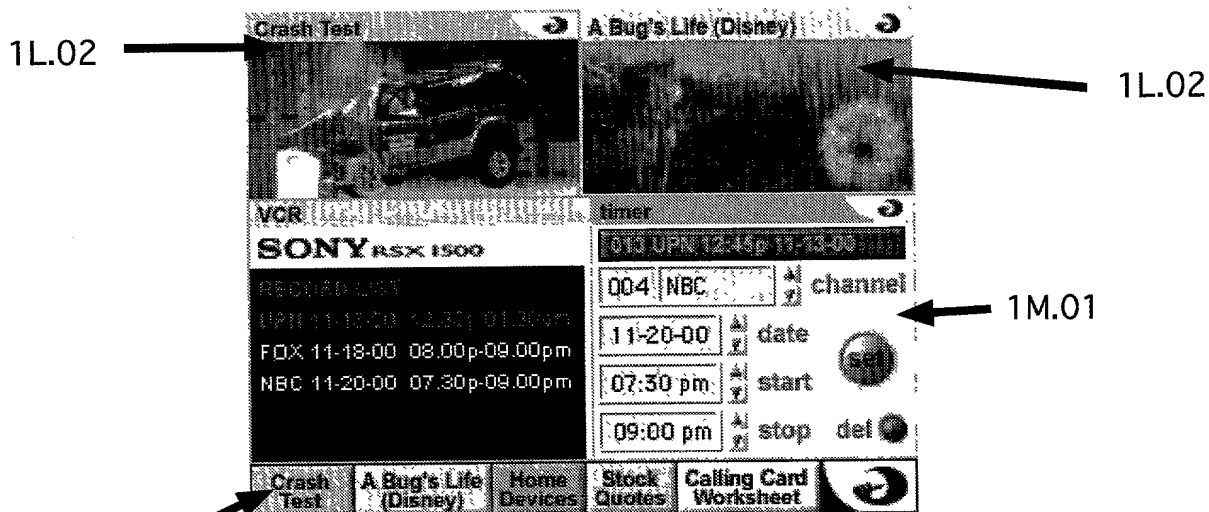
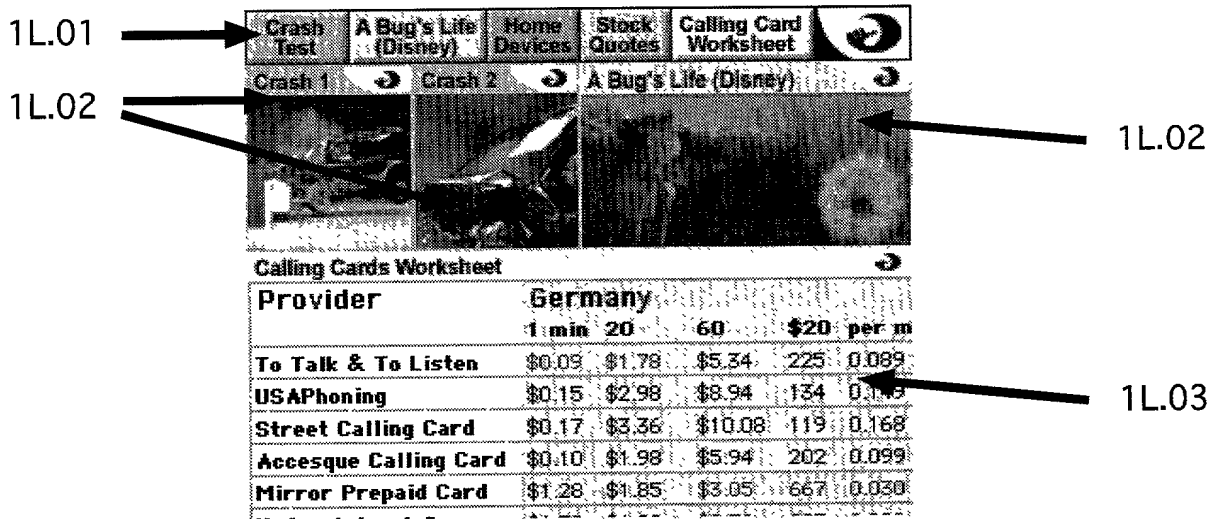
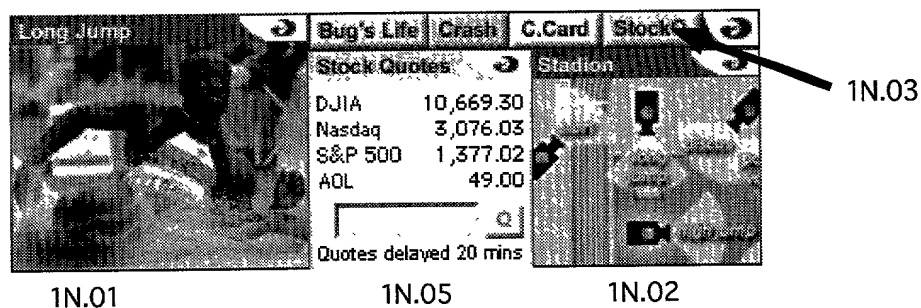


Fig.1M

Scale 1:1

Front-end Human Interface - Access Devices

Example: Screen Layout on a Ericsson R380 cellular running EPOC-OS



Example: Screen Layout on a Nokia 9210 Communicator running EPOC-OS



Scale 1:1

Fig.1N

Front-end Human Interface - Virtual Access Environment (VAE)

Example: VAE on Cellular Phone Nokia 9210 Communicator (top)
and Television set (bottom)

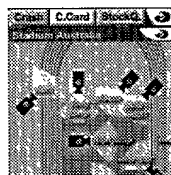


Scale 1:1

Fig.1P

Front-end Human Interface - Virtual Access Environment (VAE)

Example: VAE on Color Palm Pilot IIIC (top) and PC (bottom)



1R.01

1R.02



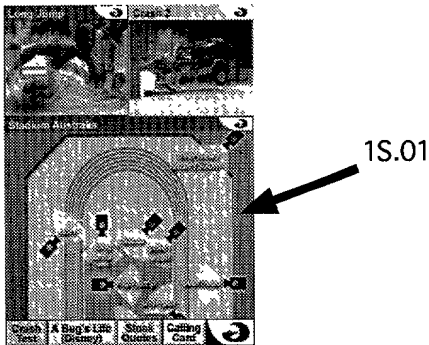
1R.03

Fig.1R

Scale 1:2

Front-end Human Interface - Virtual Access Environment (VAE)
Example: VAE on Pocket PC (top) and PC (bottom)

1S.03



1S.02



1S.04

Fig.1S

Scale 1:2

Our World Live - Consumer Access System - Example Overview

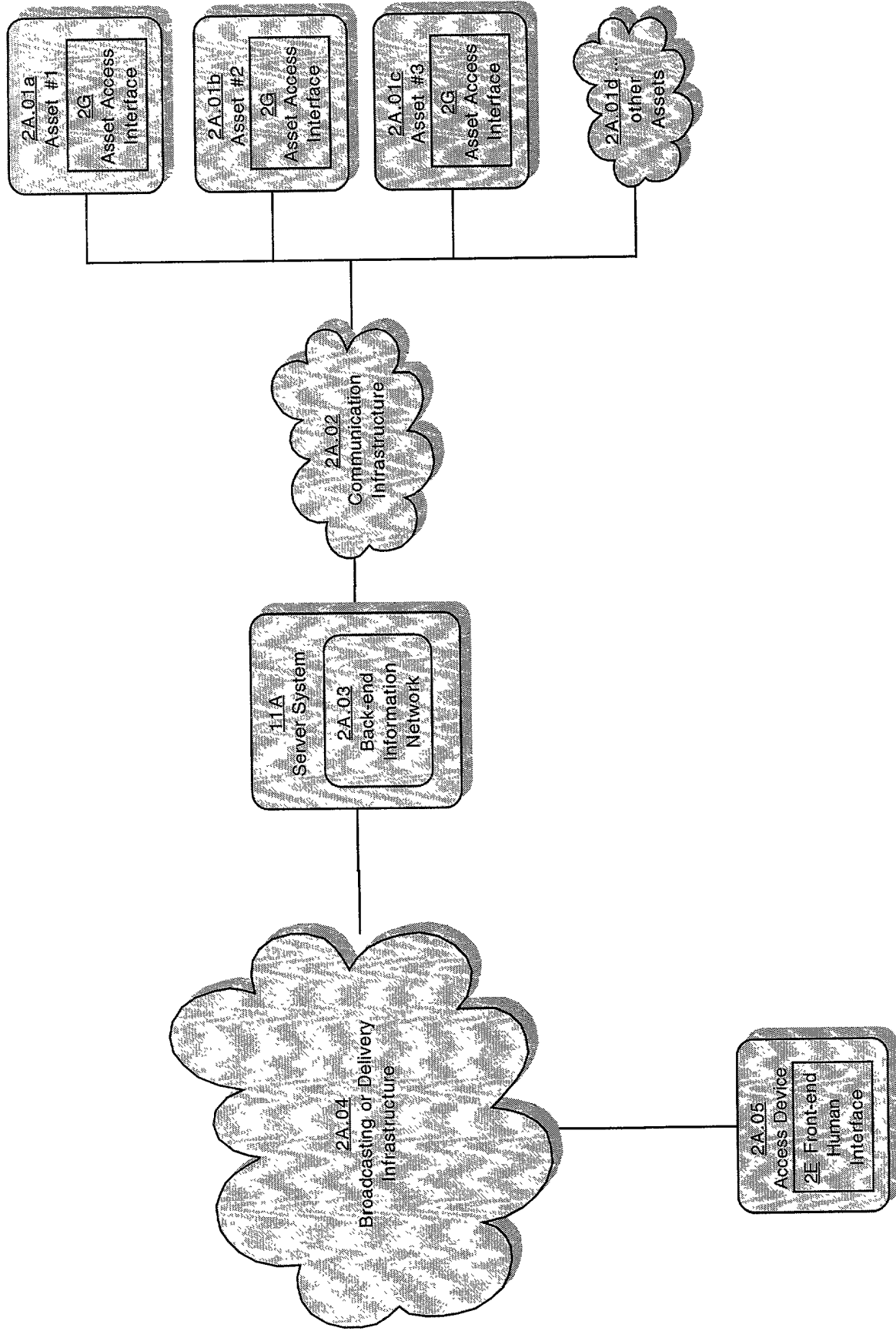


Fig 2A

Our World Live - Consumer Access System - Example Video Broadcasting over the Internet

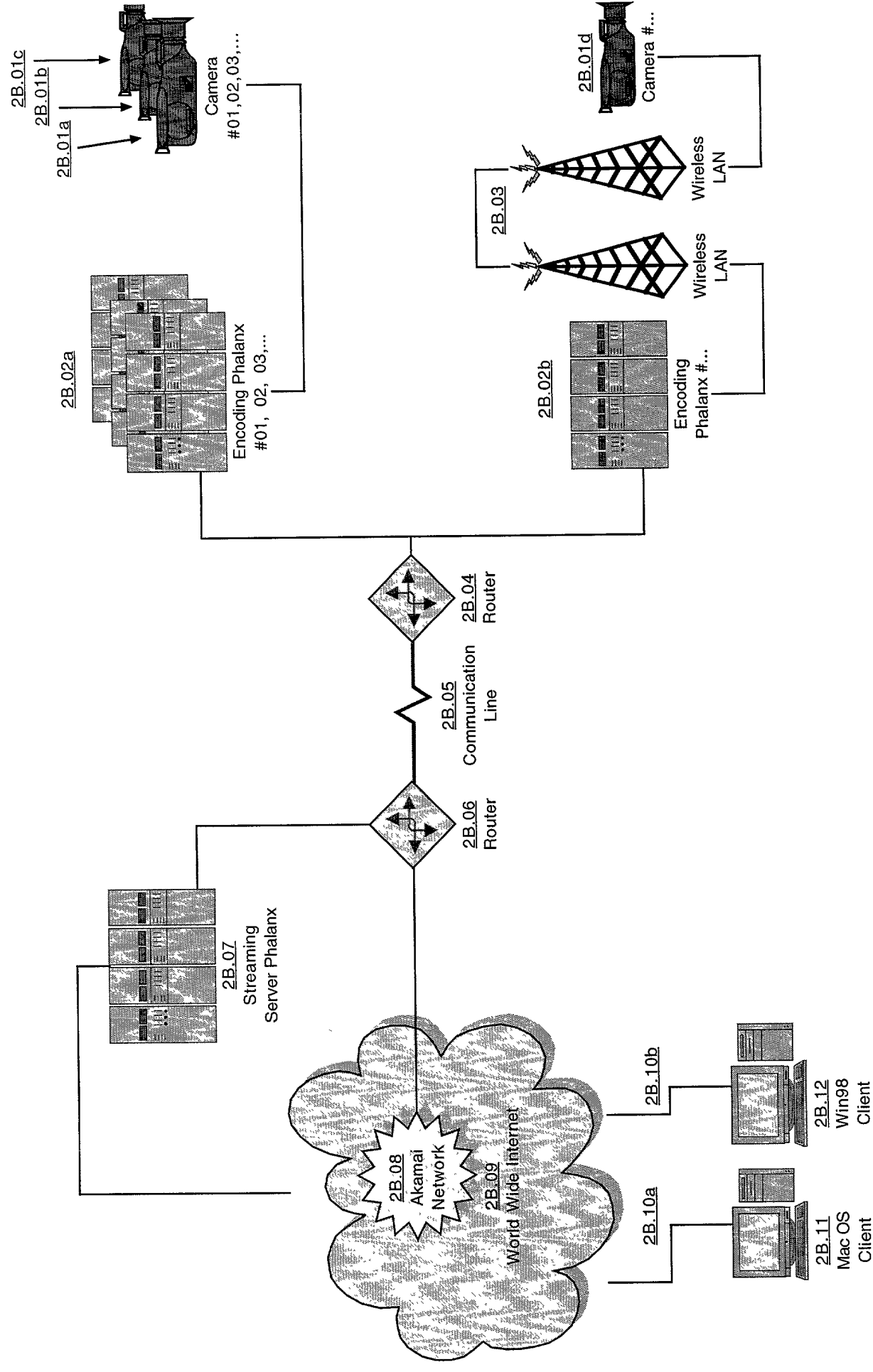


Fig. 2B

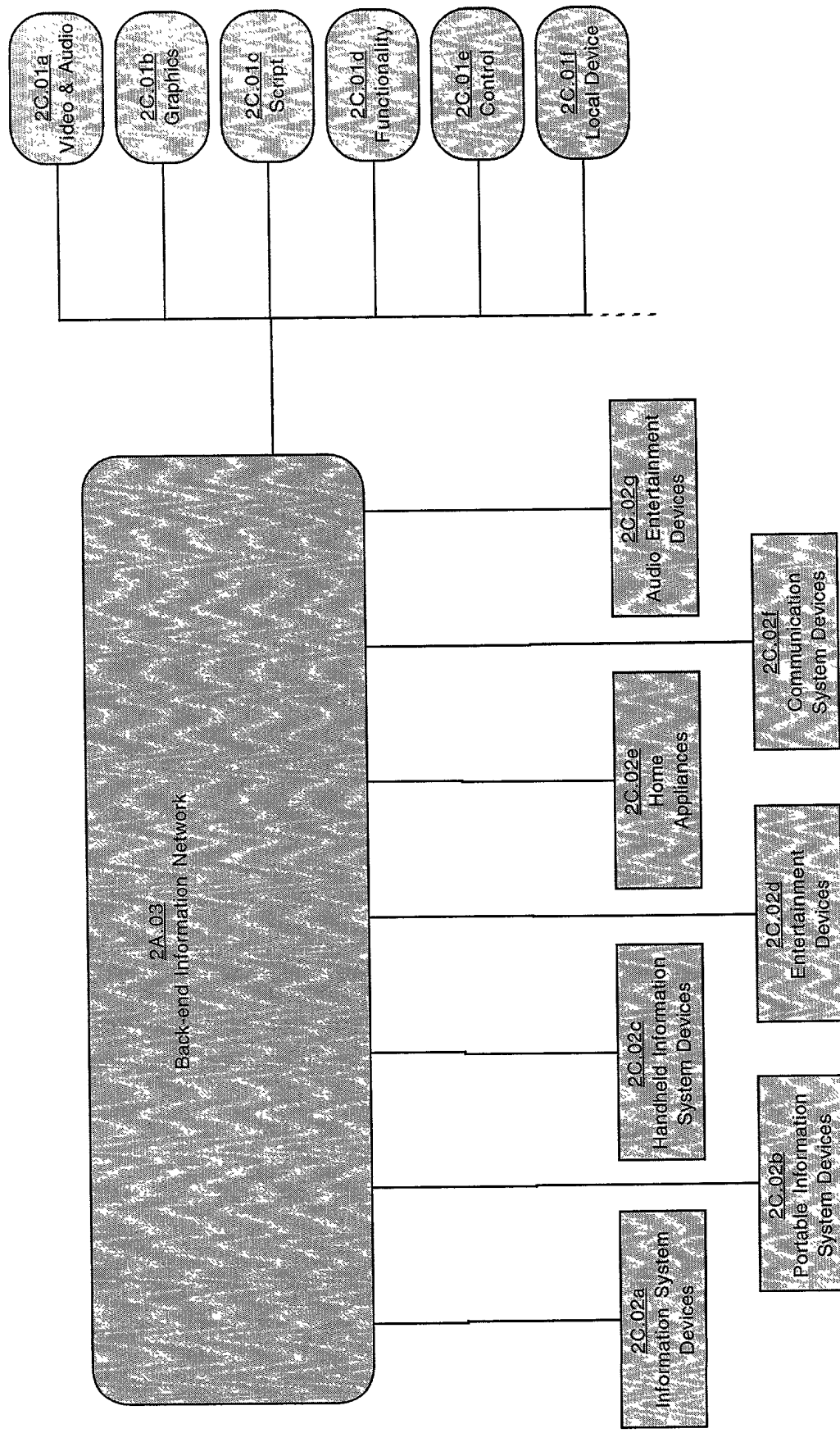


Fig 2C

Our World Live - Consumer Access System - General Overview

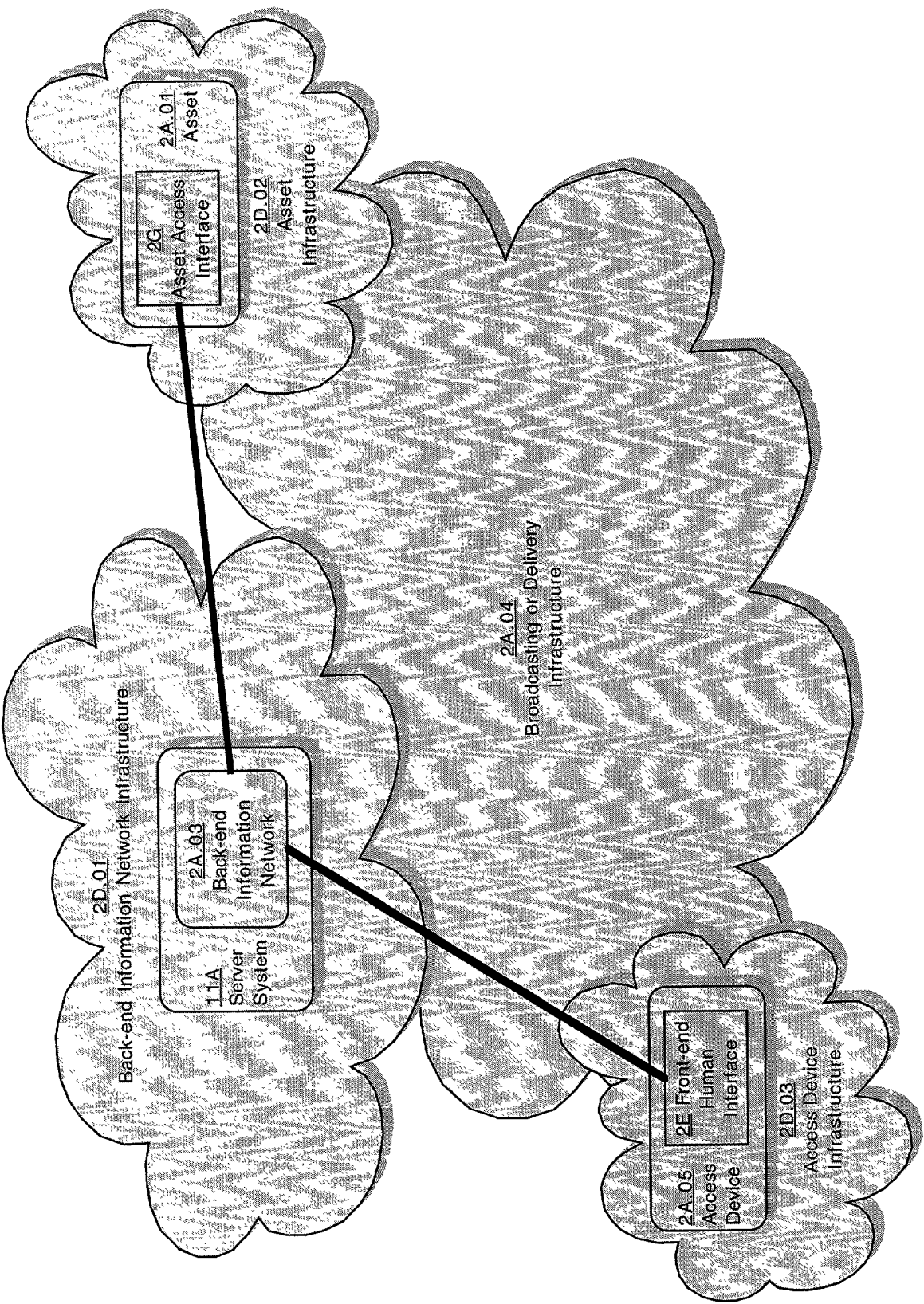


Fig. 2D

Our World Live - Consumer Access System - Front-end Human Interface (FHI)

Functionality Objects
(9A.02 Access Device, 9A.03 Asset,
9A.04 Back-end Information Network, ...)

FHI Core Objects
(9A.10 Access Device independent)

FHI Core Objects
(9A.10 Access Device specific)

2E.01 Access Device OS

2A.05 Access Device (2C.02a-g)

Fig. 2E

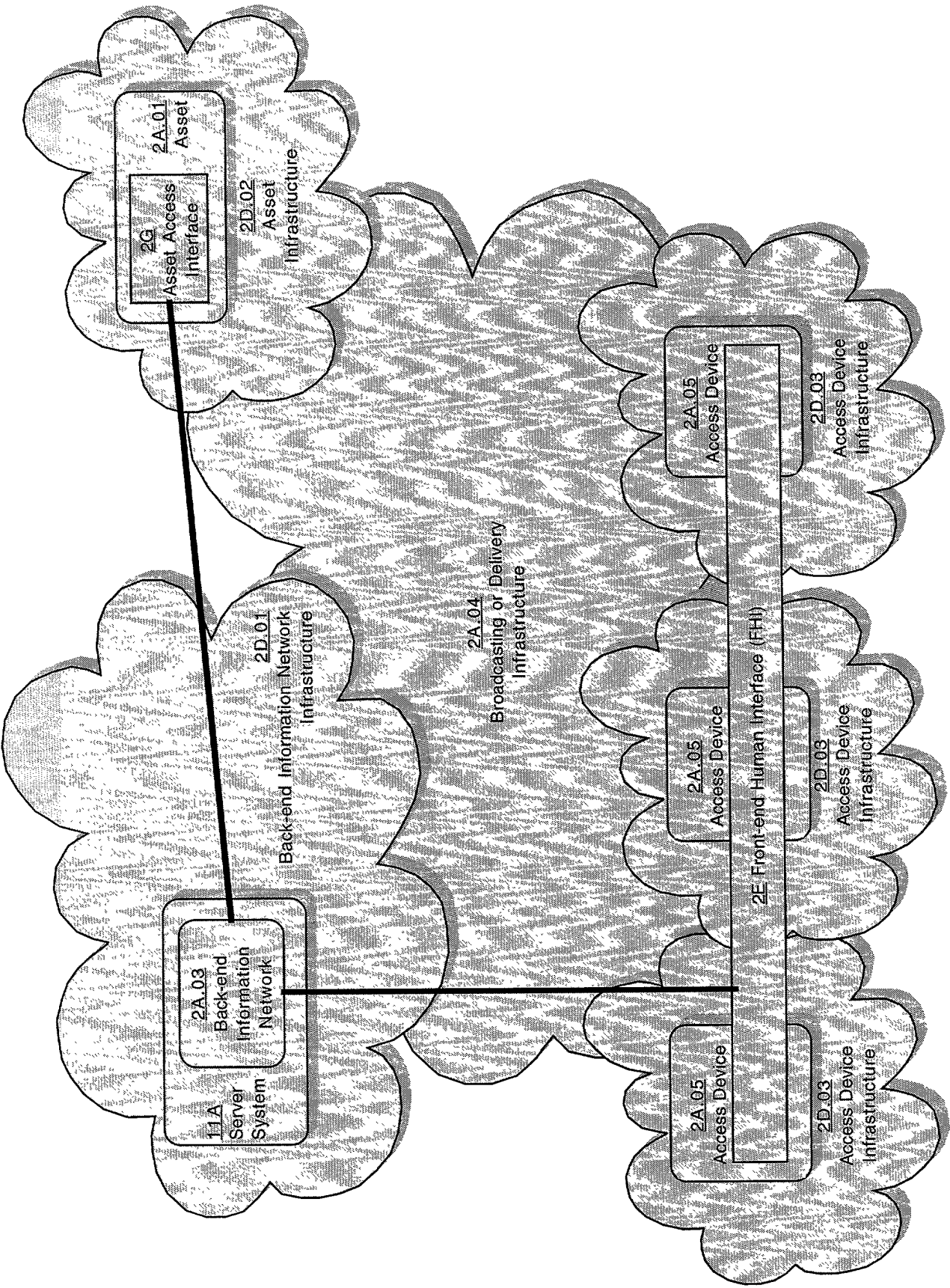


Fig. 2F

Our World Live - Consumer Access System - Asset Access Interface (AAI)

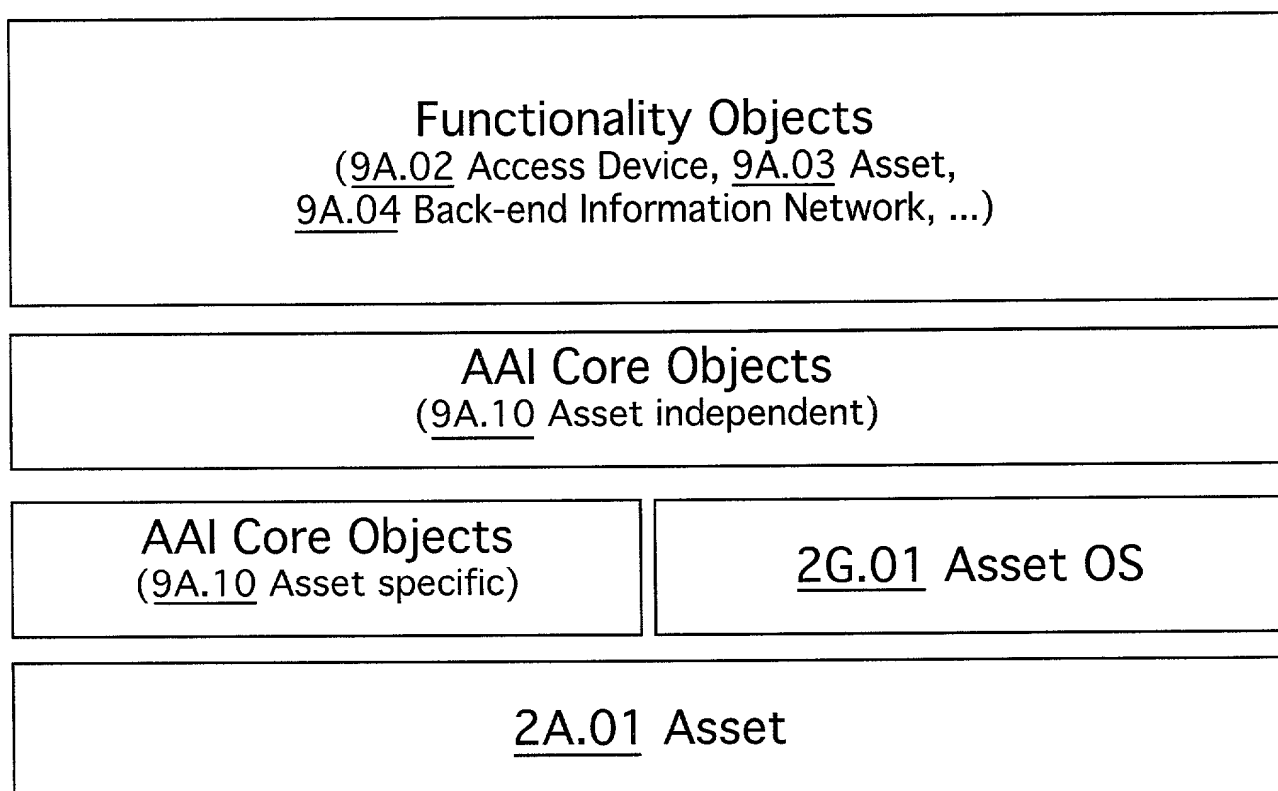


Fig. 2G

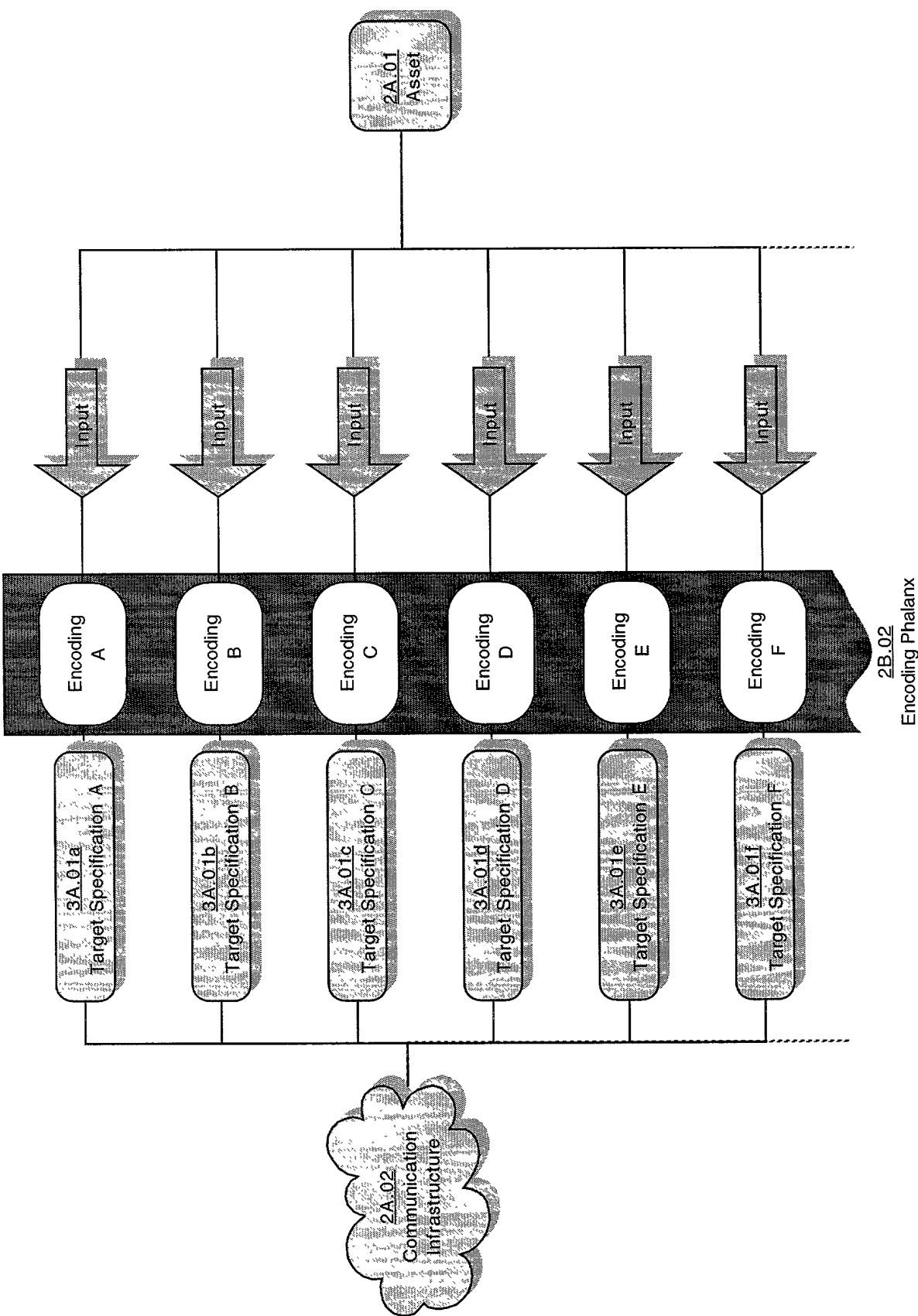


Fig. 3A

Our World Live - Asset Infrastructure

Encoding Phalanx

Example customized for users w/ internet access as fast as 56k, 128k, 768k (Modem, DSL)

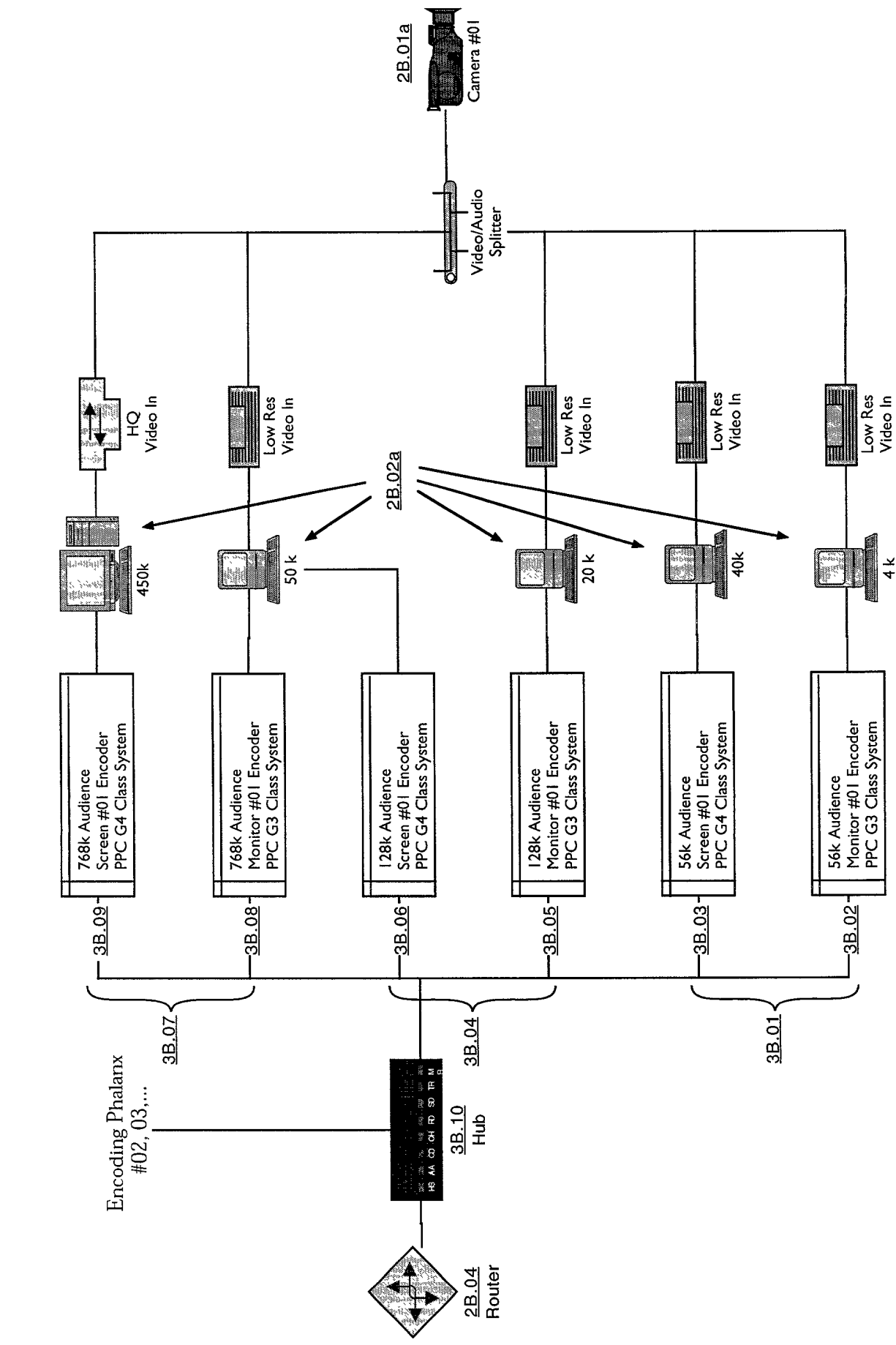


Fig. 3B

Our World Live - Asset Infrastructure - Encoding Phalanx

Example: Presentation

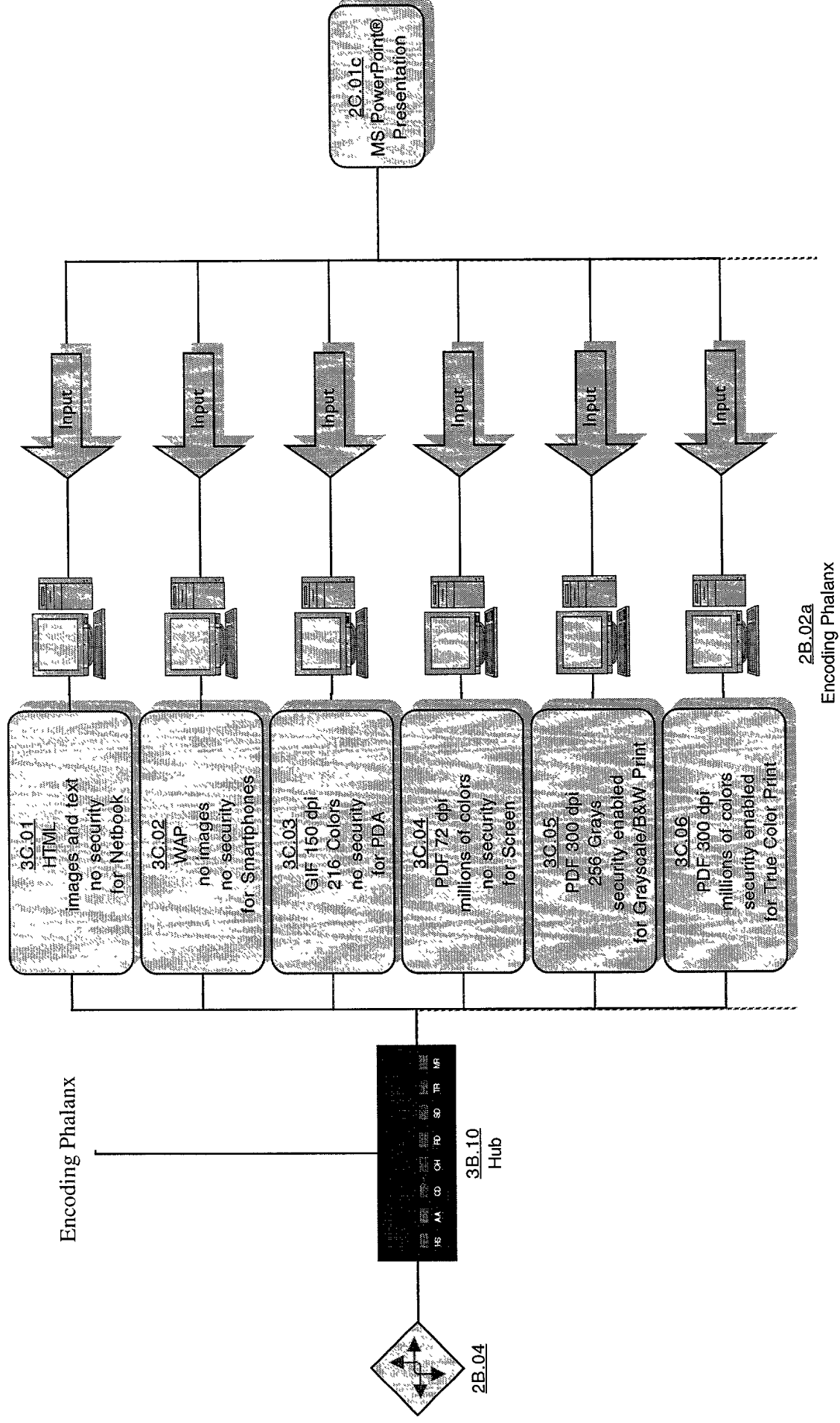


Fig. 3C

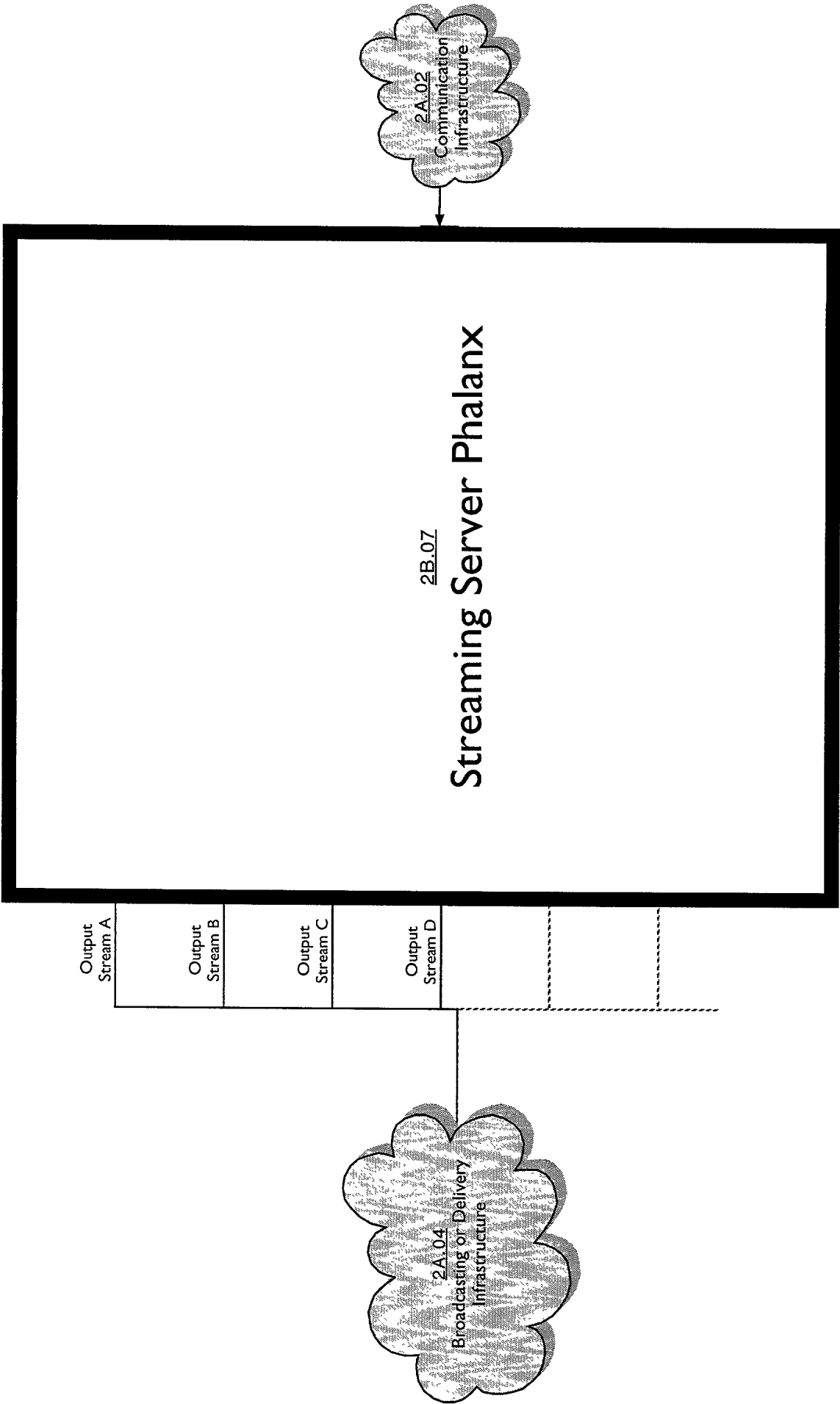
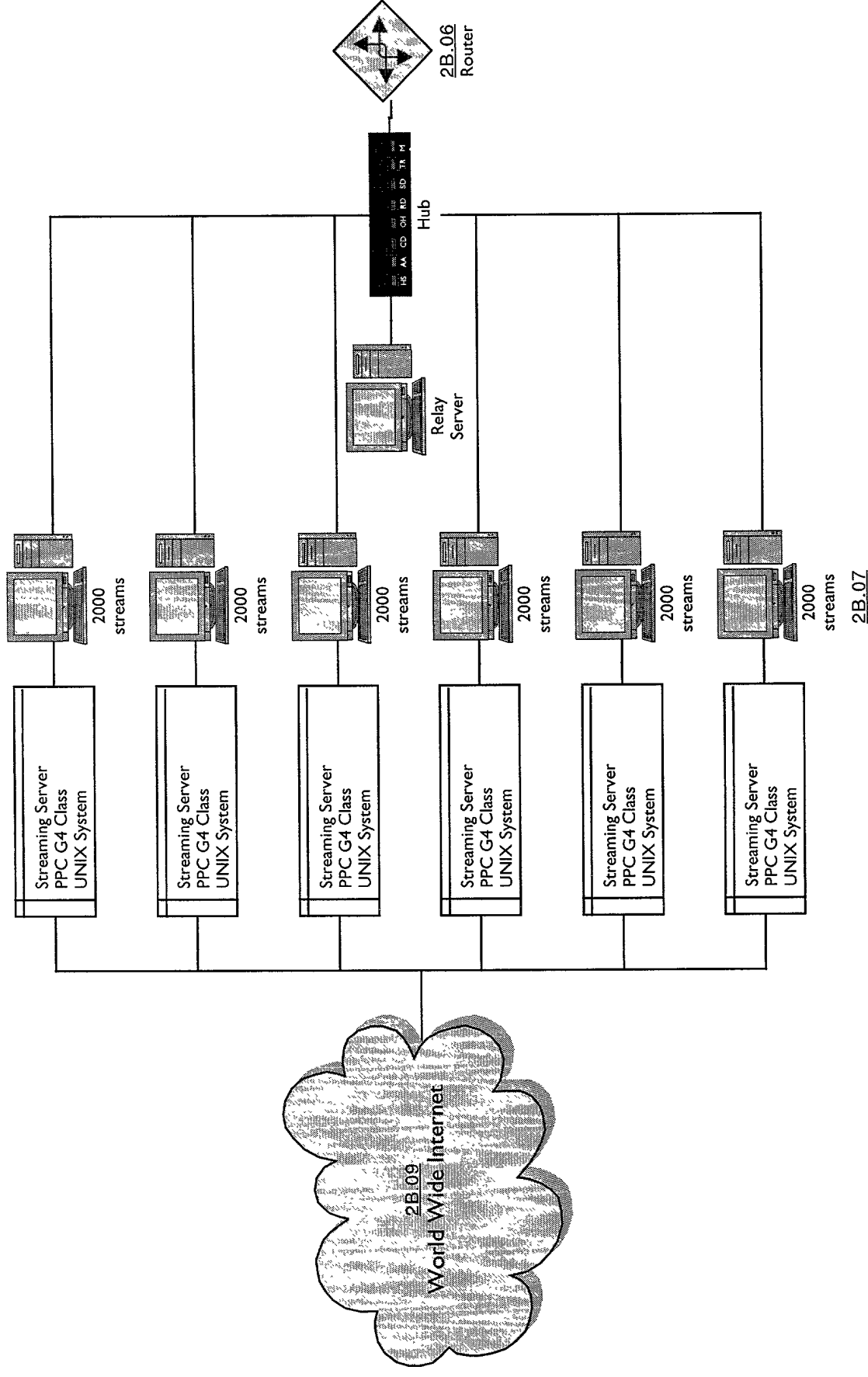


Fig 4A

Our World Live - Broadcasting or Delivery Infrastructure - Streaming Server Phalanx

Example : Streaming Server Phalanx for about 3.000 concurrent Users (12.000 streams, 4 streams per user - 1 screen + 3 monitors)



Streaming Server Phalanx

Fig.4B

Our World Live - Front-end Human Interface - Access to Asset Offerings - Access of several Assets through the Front-end Human Interface

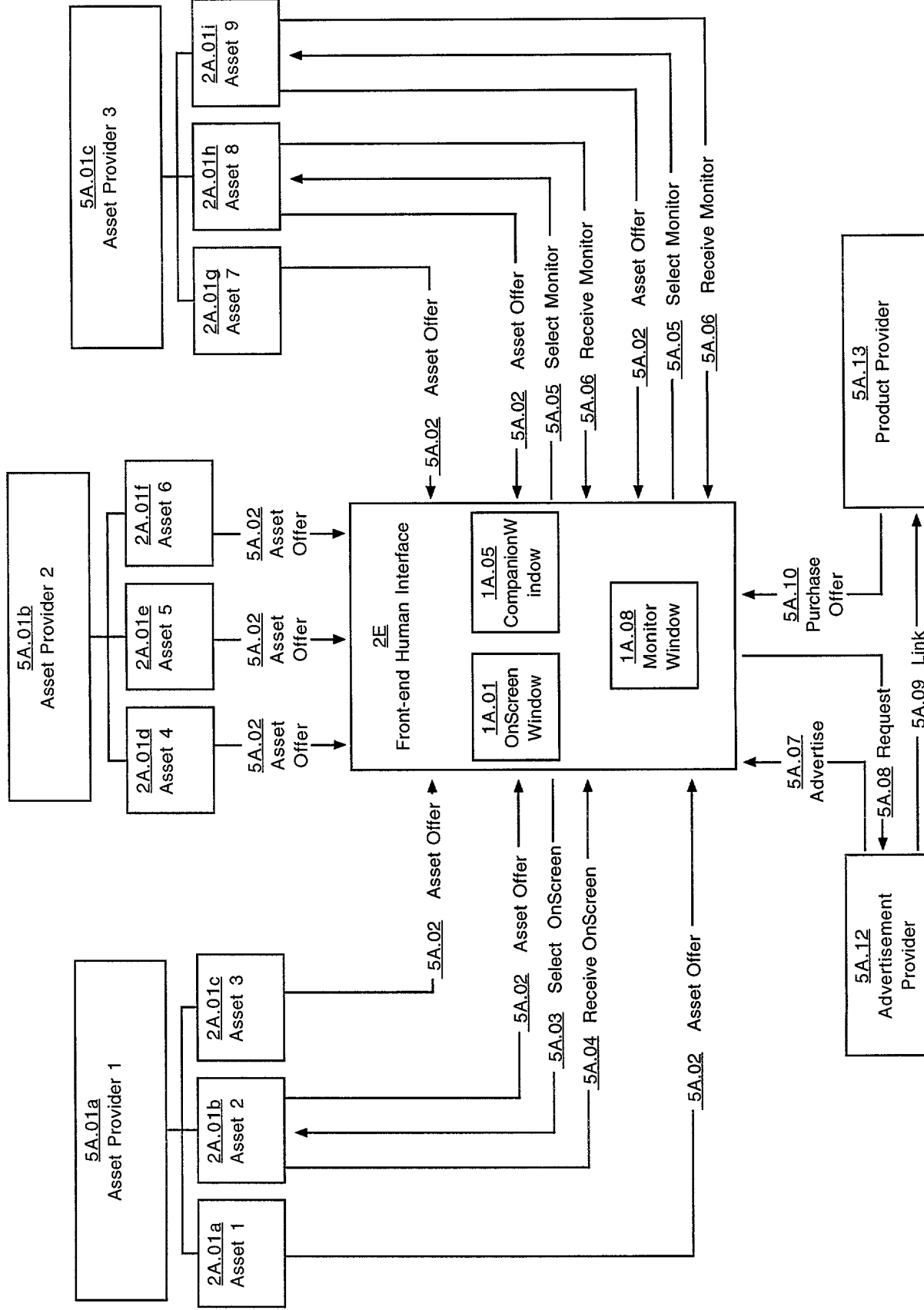


Fig. 5A

Our World Live - Front-end Human Interface - Link of Companion Window to Asset Offers

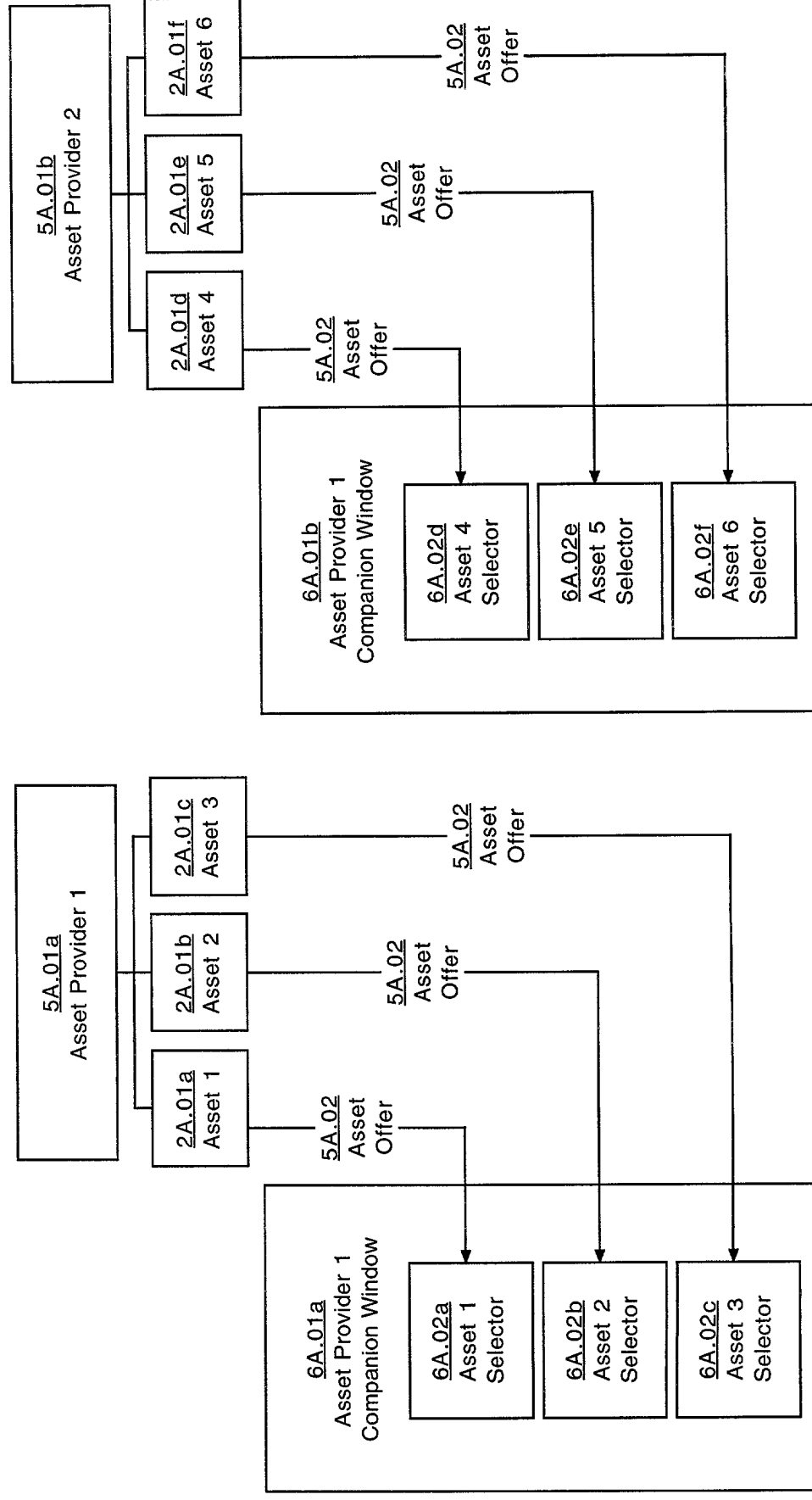


Fig. 6A

Our World Live - Front-end Human Interface - Delivery to the appropriate Windows

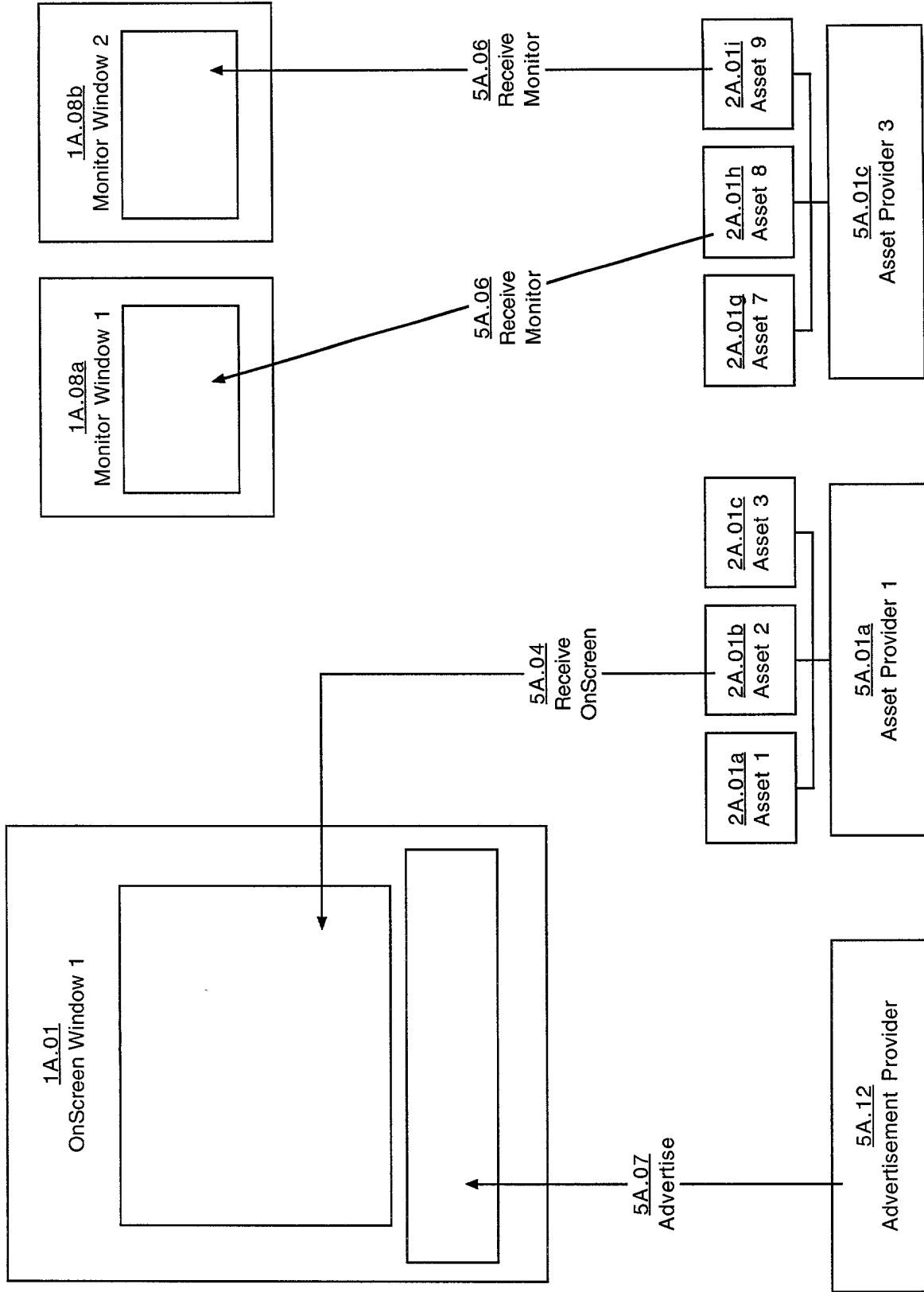


Fig. 7A

Our World Live - Consumer Access System - Asset Offering

Example Process of Video Offering

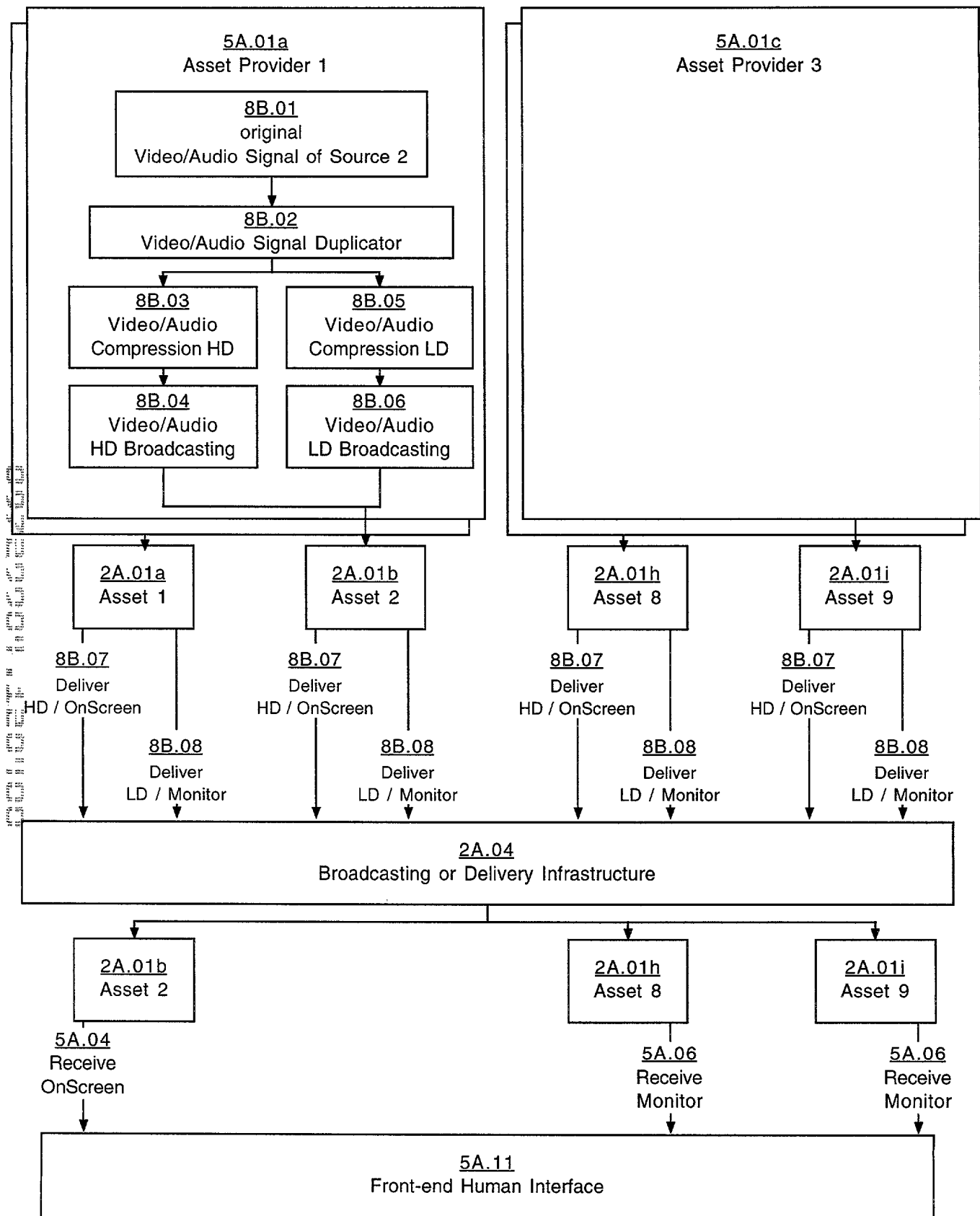


Fig. 8B

Our World Live - Front-end Human Interface - Deployment - General

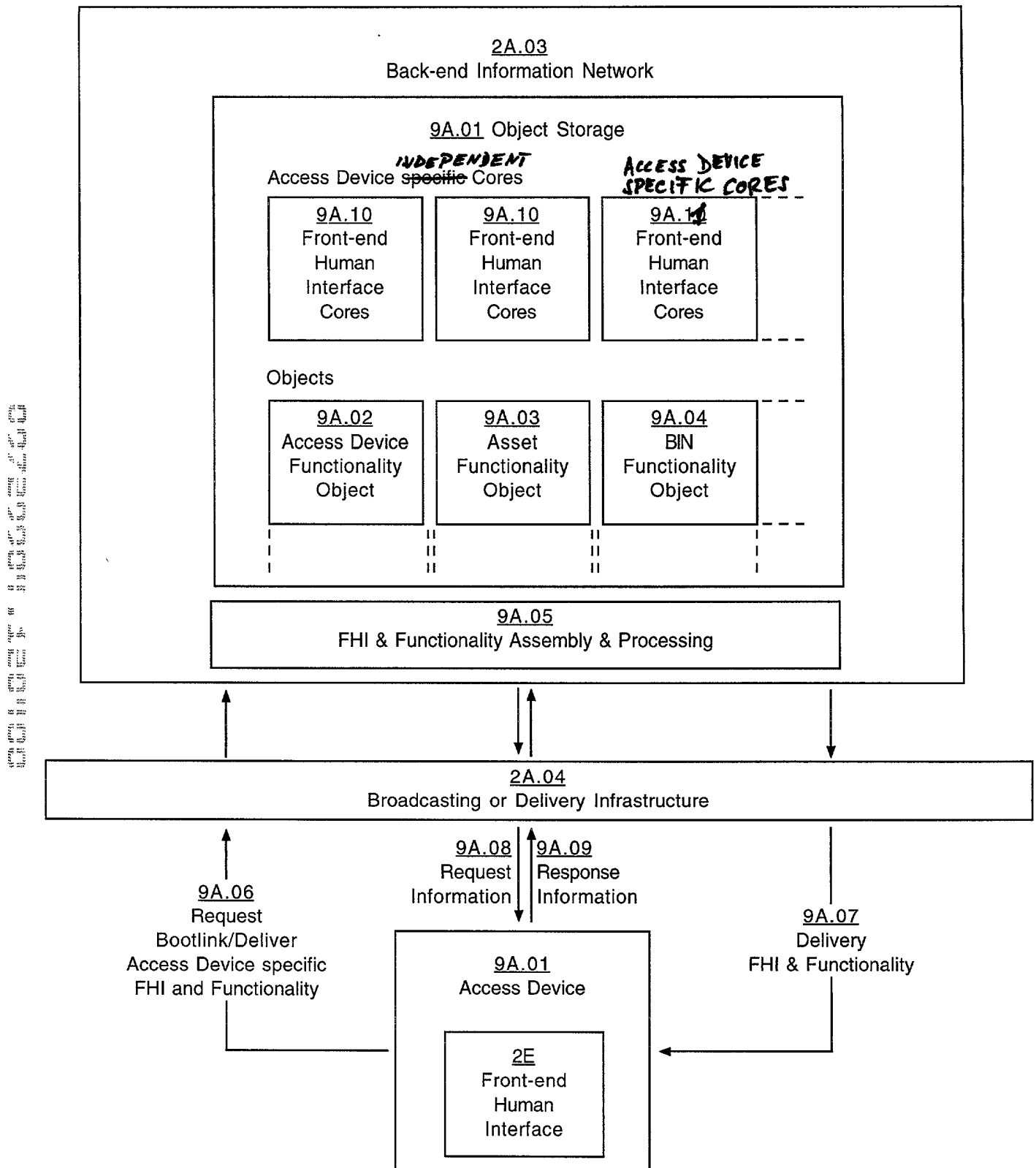


Fig. 9A

OurWorld Live - Front-end Human Interface - Deployment - Network Based

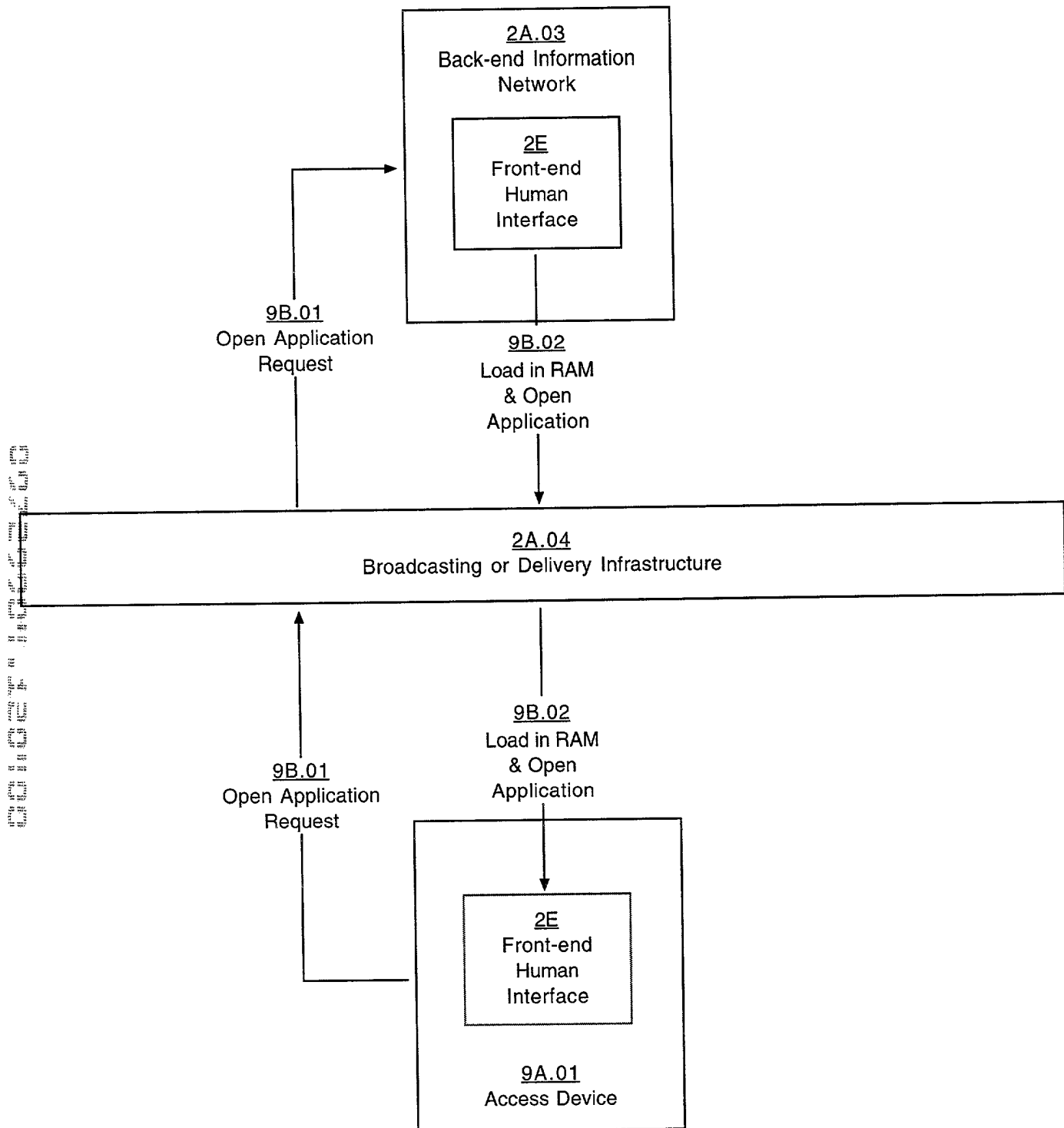


Fig. 9B

Our World Live - Front-end Human Interface - Deployment -
Access Device Based - Dynamic Live Update

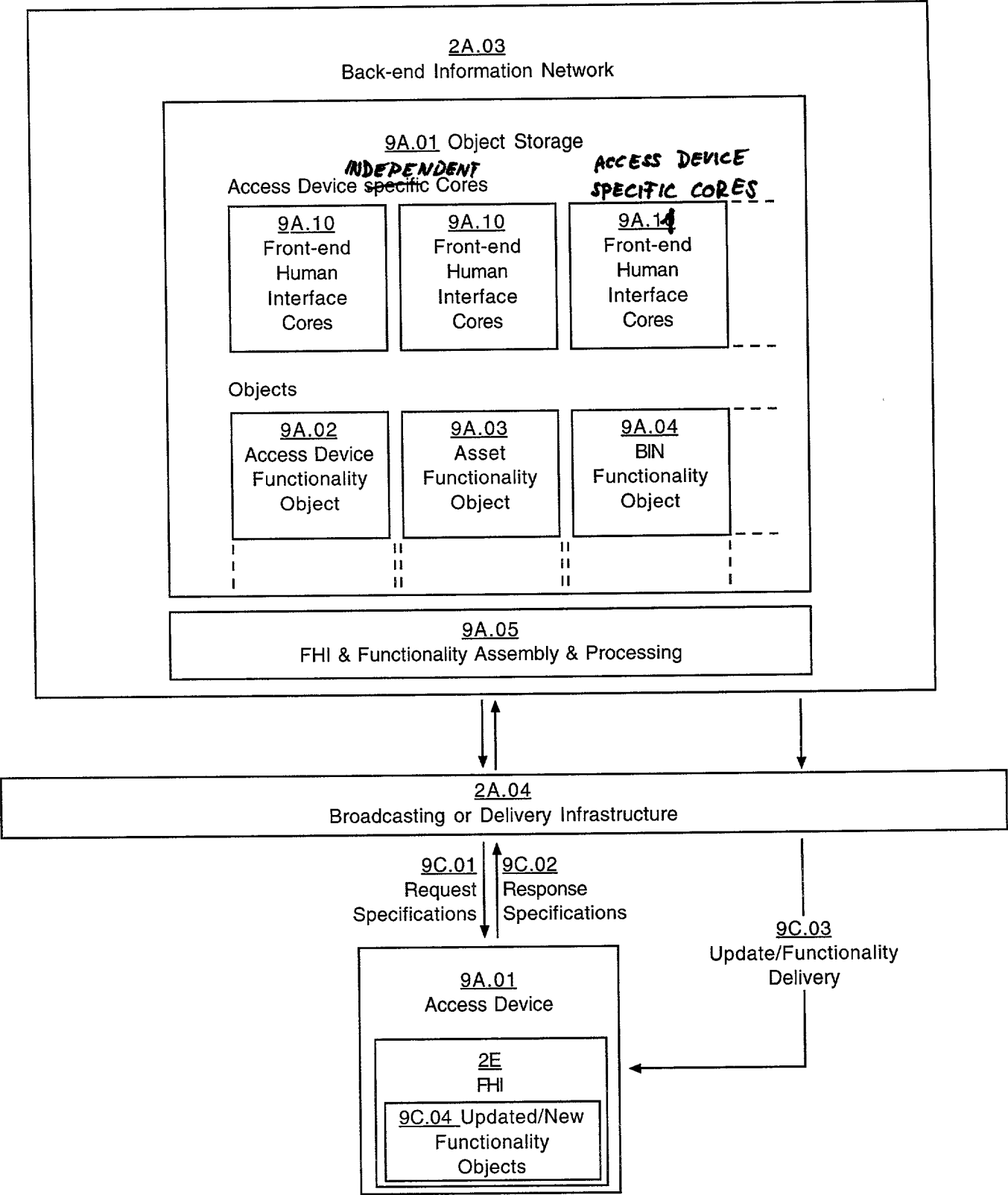


Fig. 9C

Our World Live - Front-end Human Interface - Deployment - Access Device Based - Example: Dynamic DVD Support Update

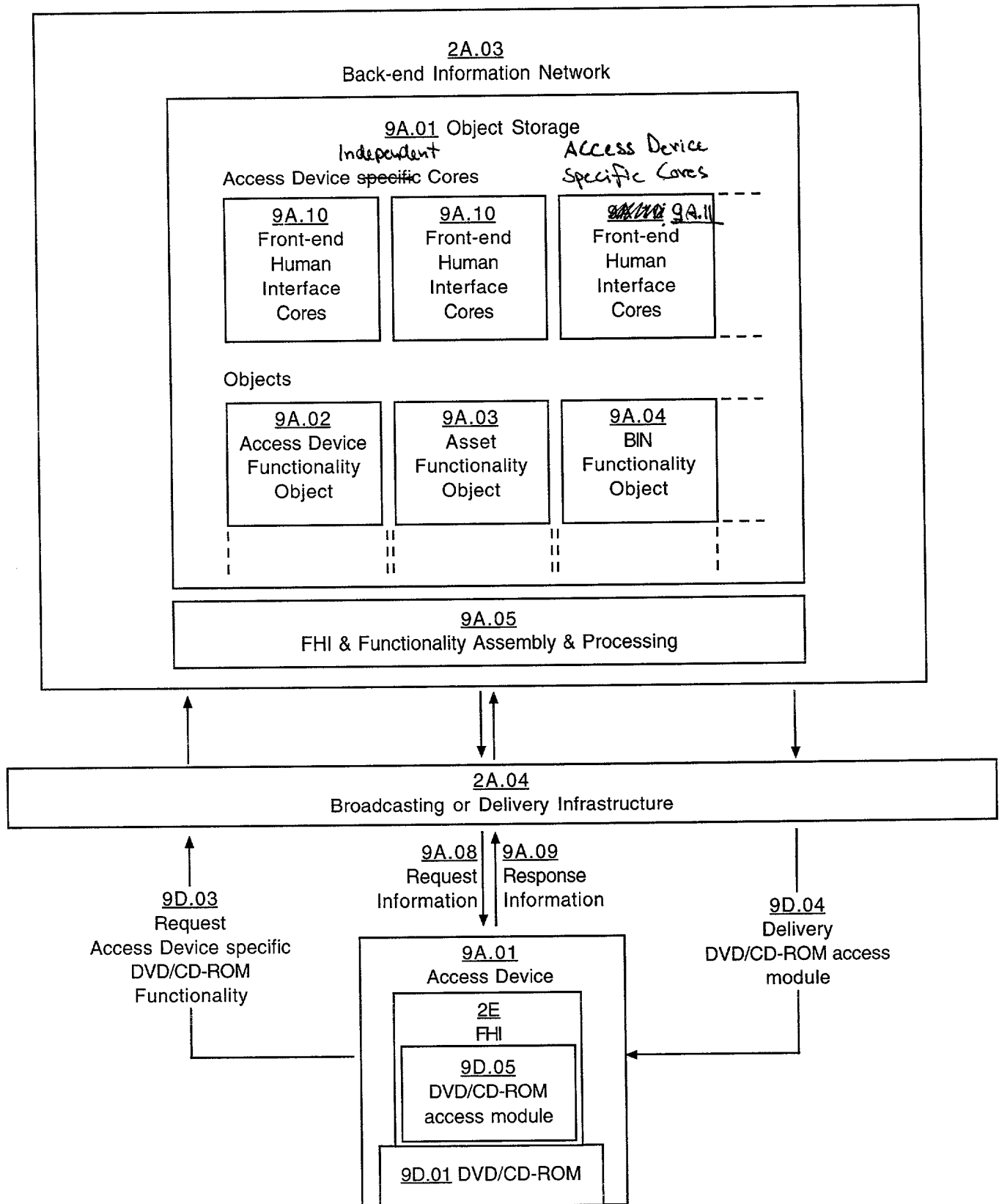


Fig. 9D

Our World Live - Front-end Human Interface - Deployment - Access Device Based - Dynamic Load-balancing

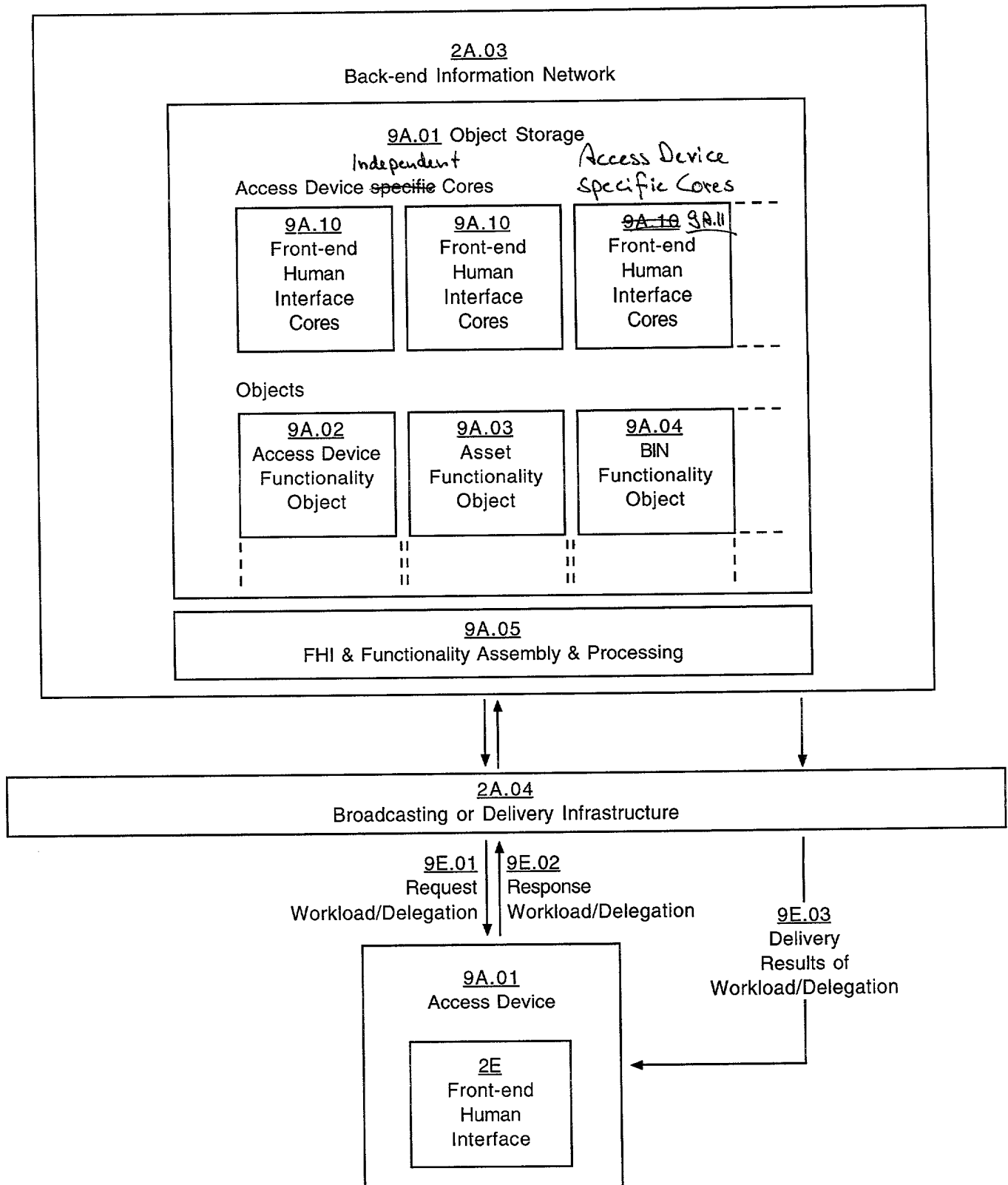


Fig. 9E

Our World Live - Front-end Human Interface - Deployment - Access Device Based - DVD-Media stored Example: Stand Alone Home Entertainment Device

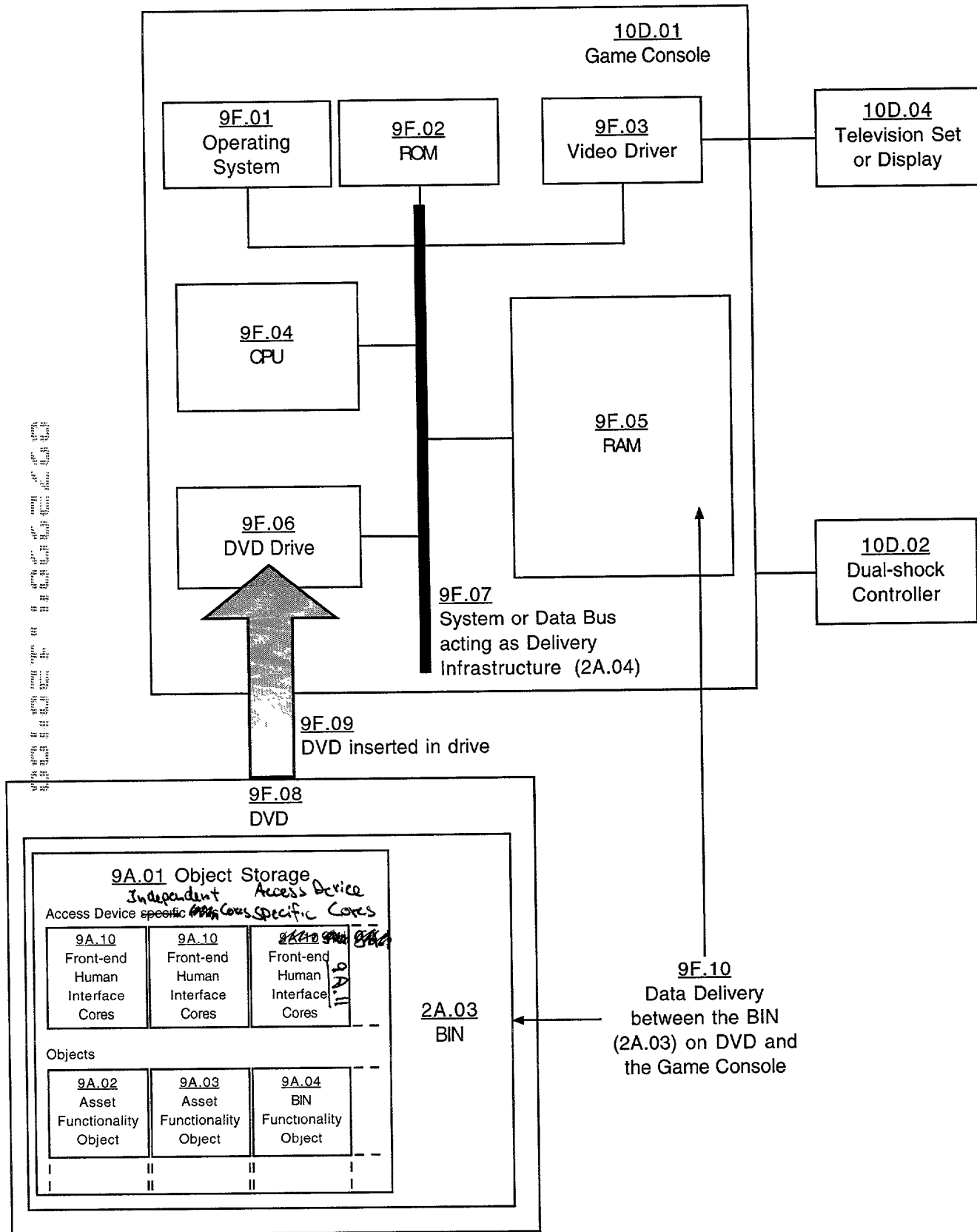


Fig. 9F

Our World Live - Consumer Access System - Access Device Deployed

Example: Home and Entertainment Control System

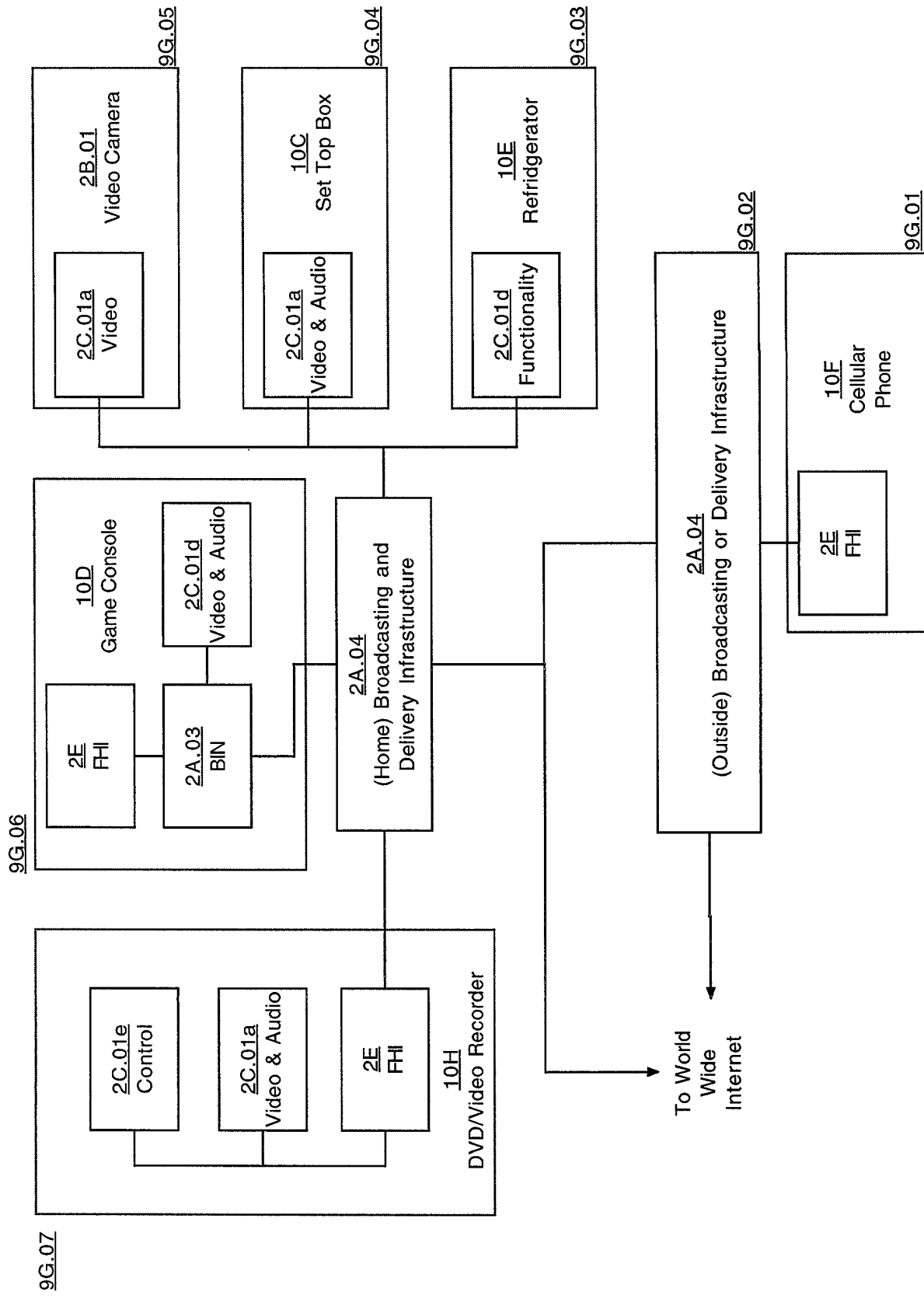


Fig. 9G

Our World Live - Access Device - General Overview

Schematic Diagram of the Access Device / Asset

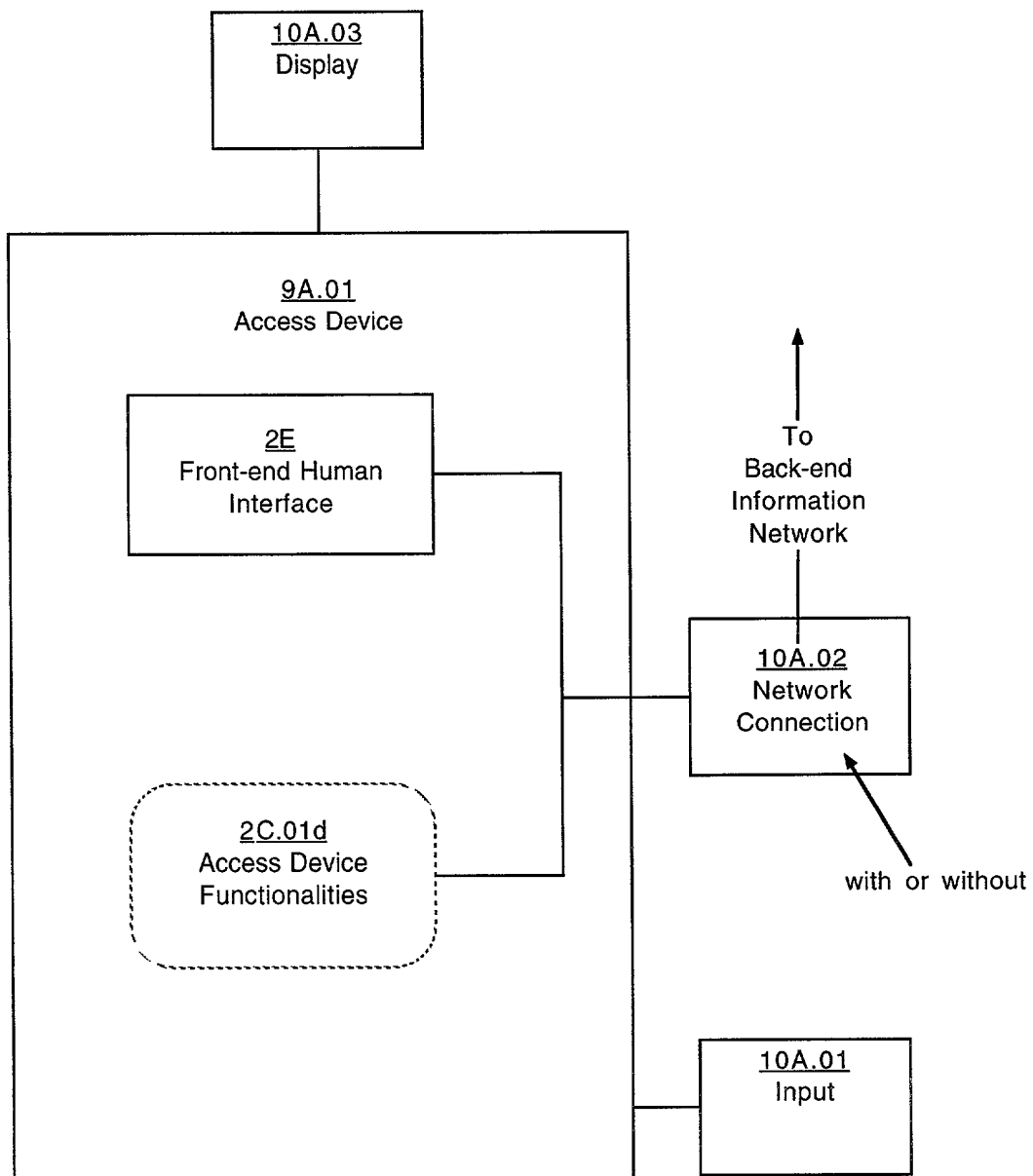


Fig. 10A

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Information System Device

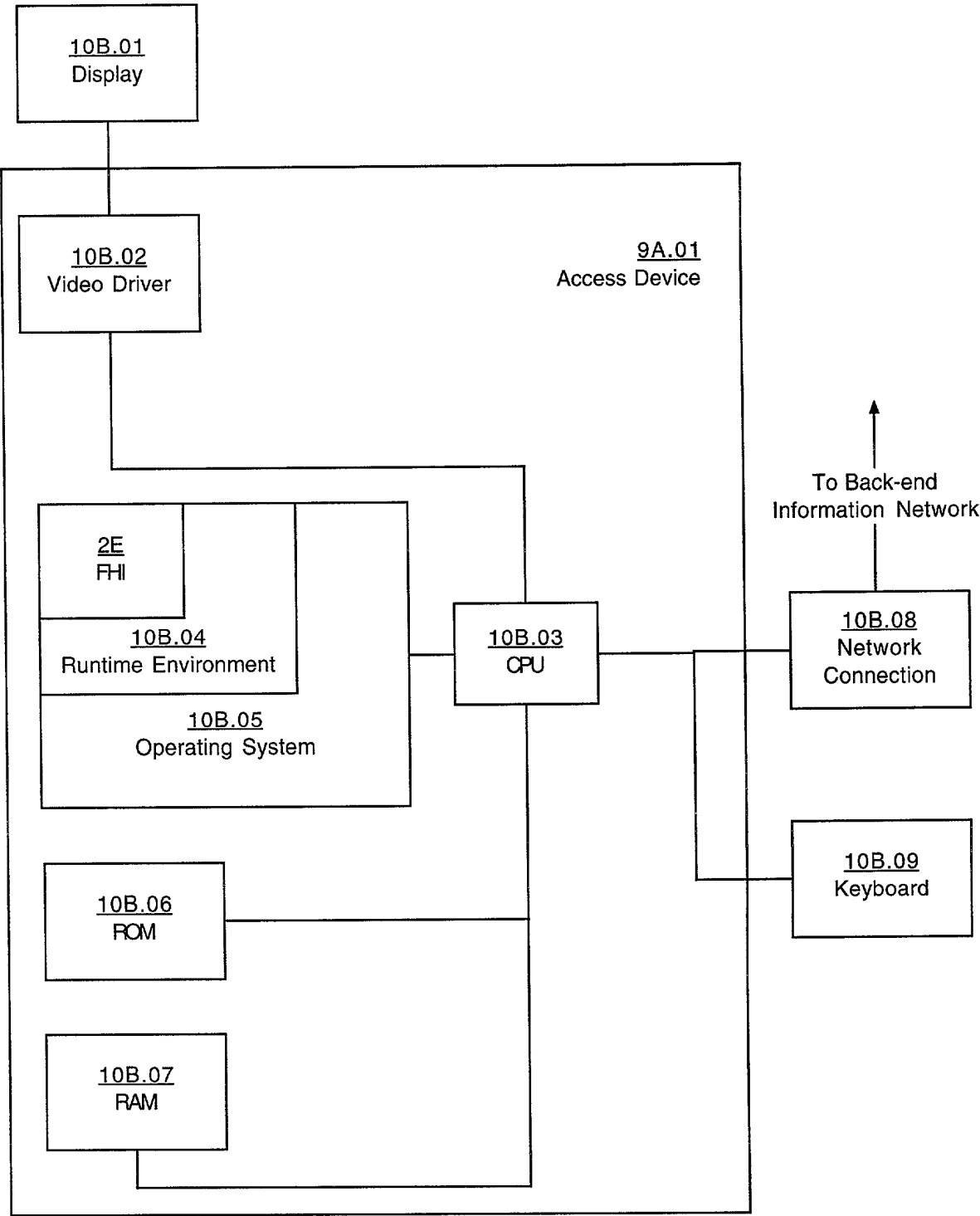


FIG. 10B

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Home Entertainment Device

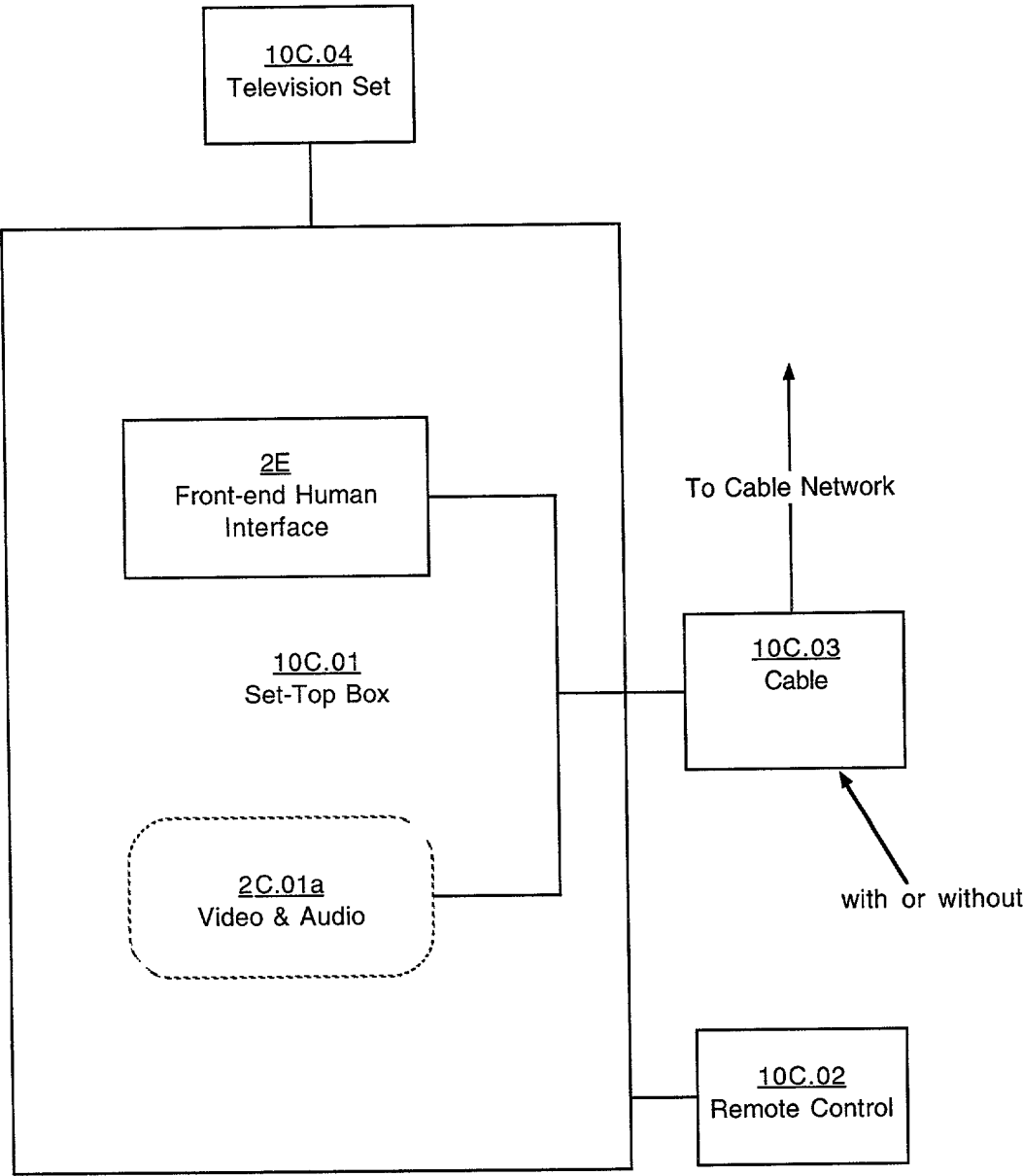


FIG. 10C

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Home Entertainment Device

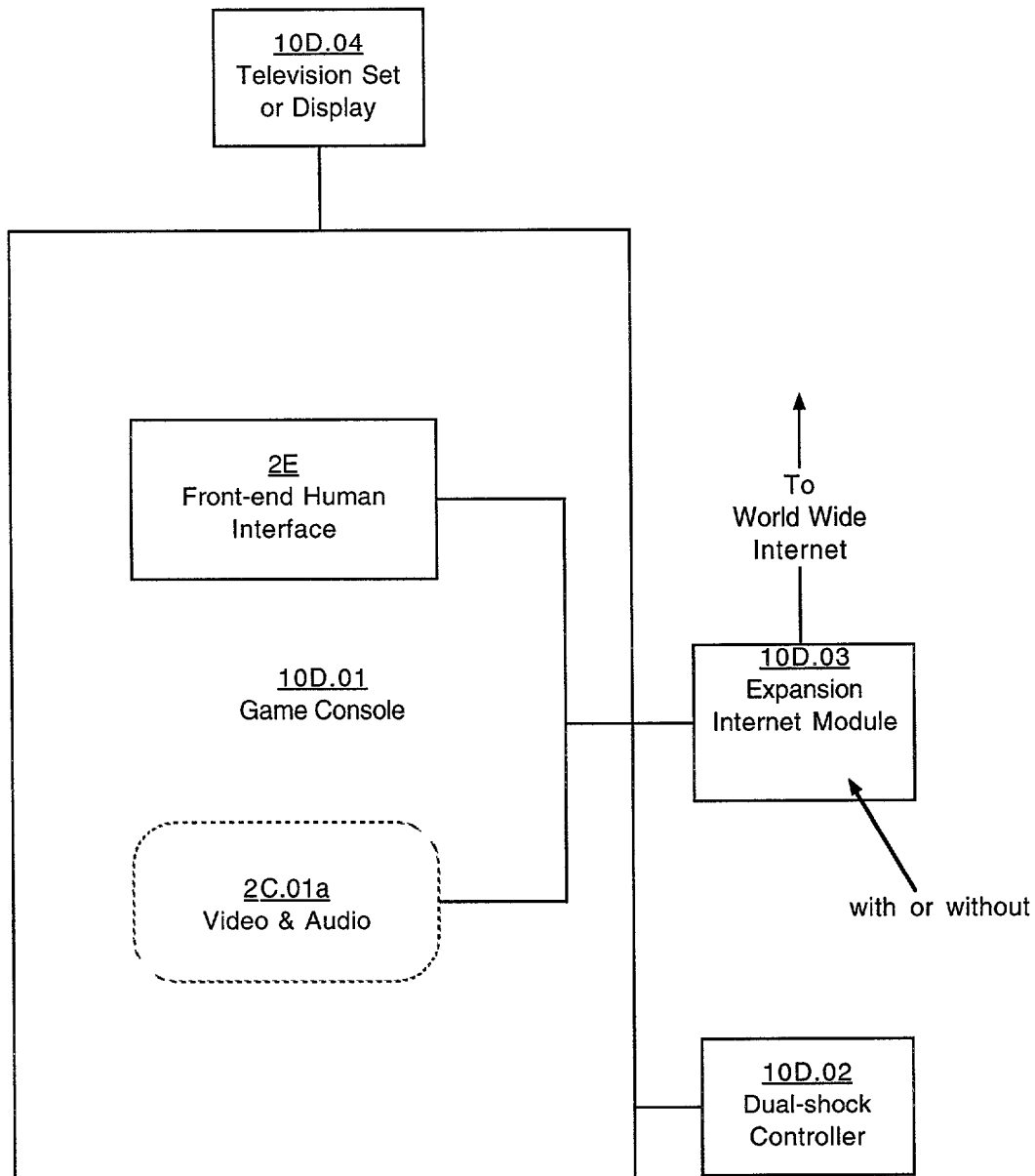


Fig. 10D

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Home Appliances

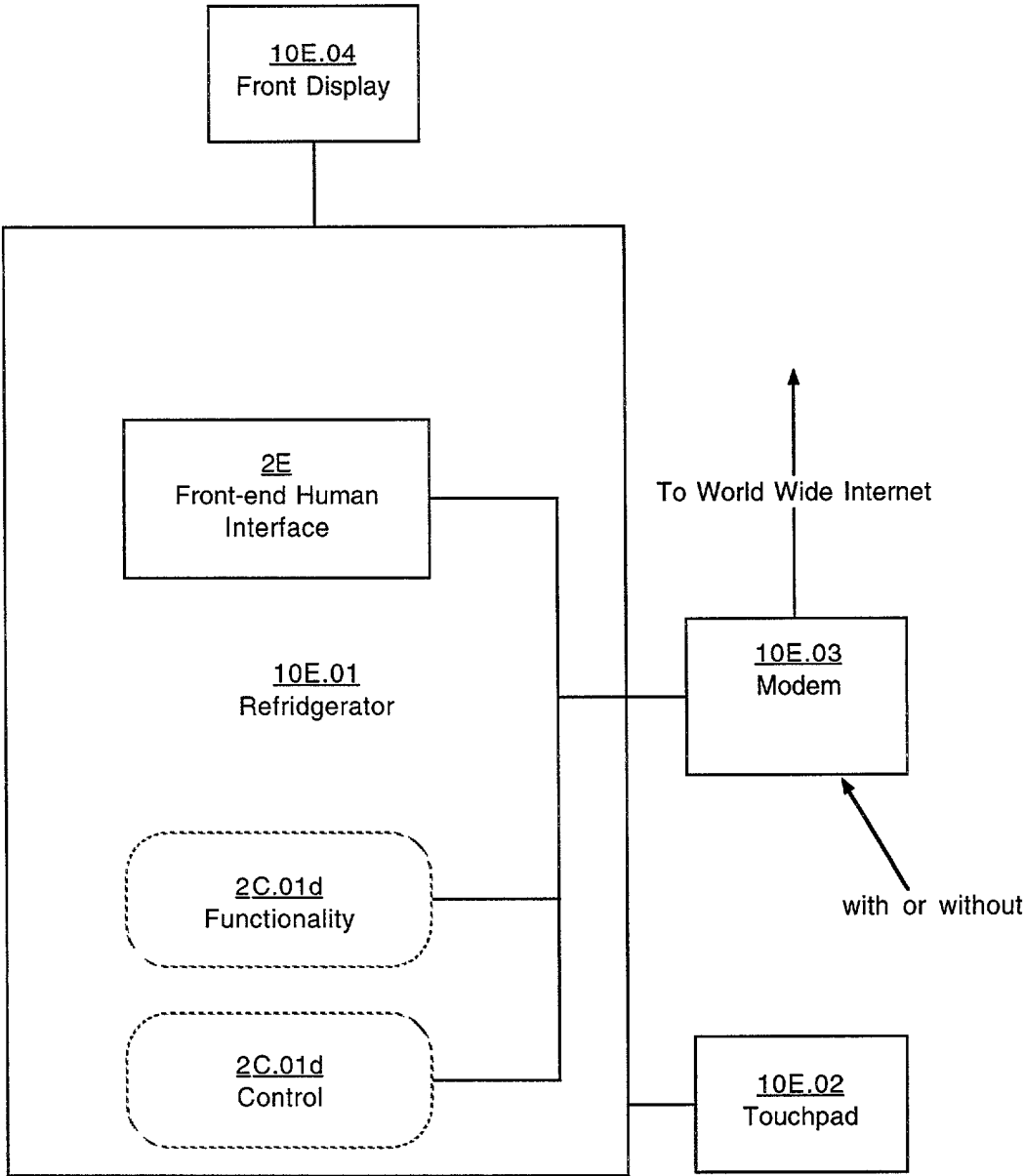


Fig. 10E

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Communication System Device

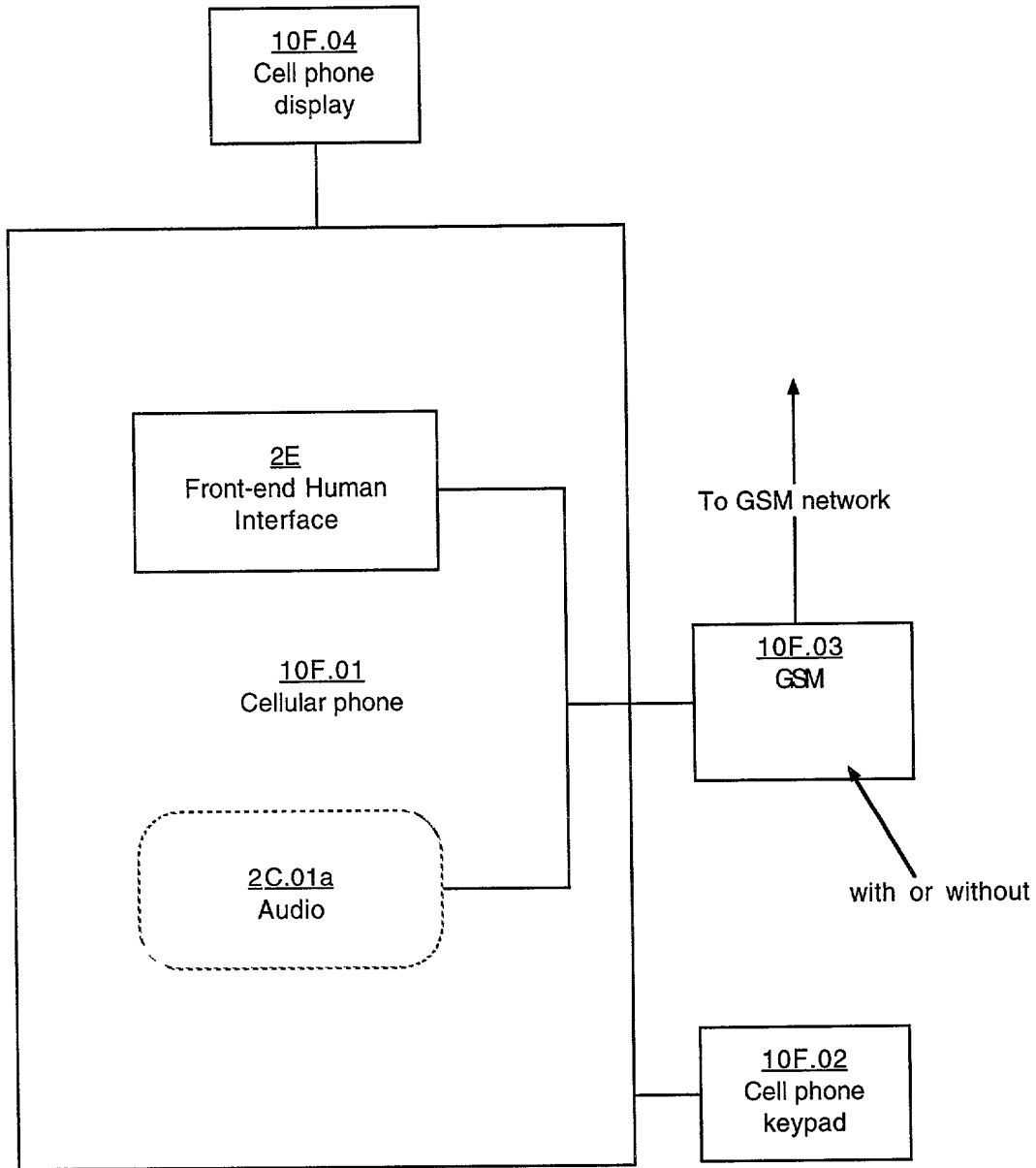


Fig. 10F

Our World Live - Access Device -
 Schematic Diagram of the Access Device / Asset
 Example: Audio Entertainment Device

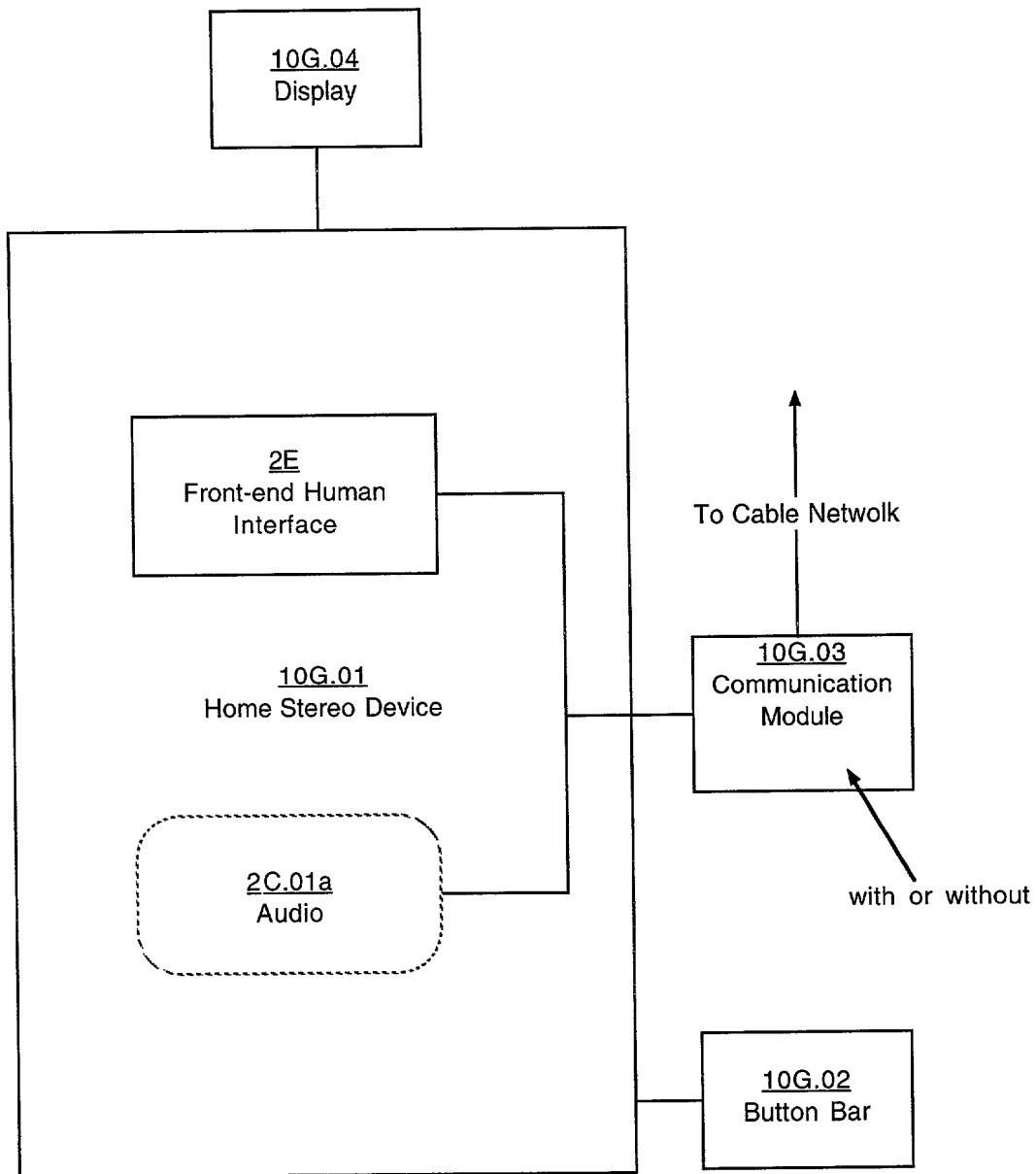


Fig. 10G

Our World Live - Access Device -
Schematic Diagram of the Access Device / Asset
Example: Information Access Device - DVD / Video Recorder

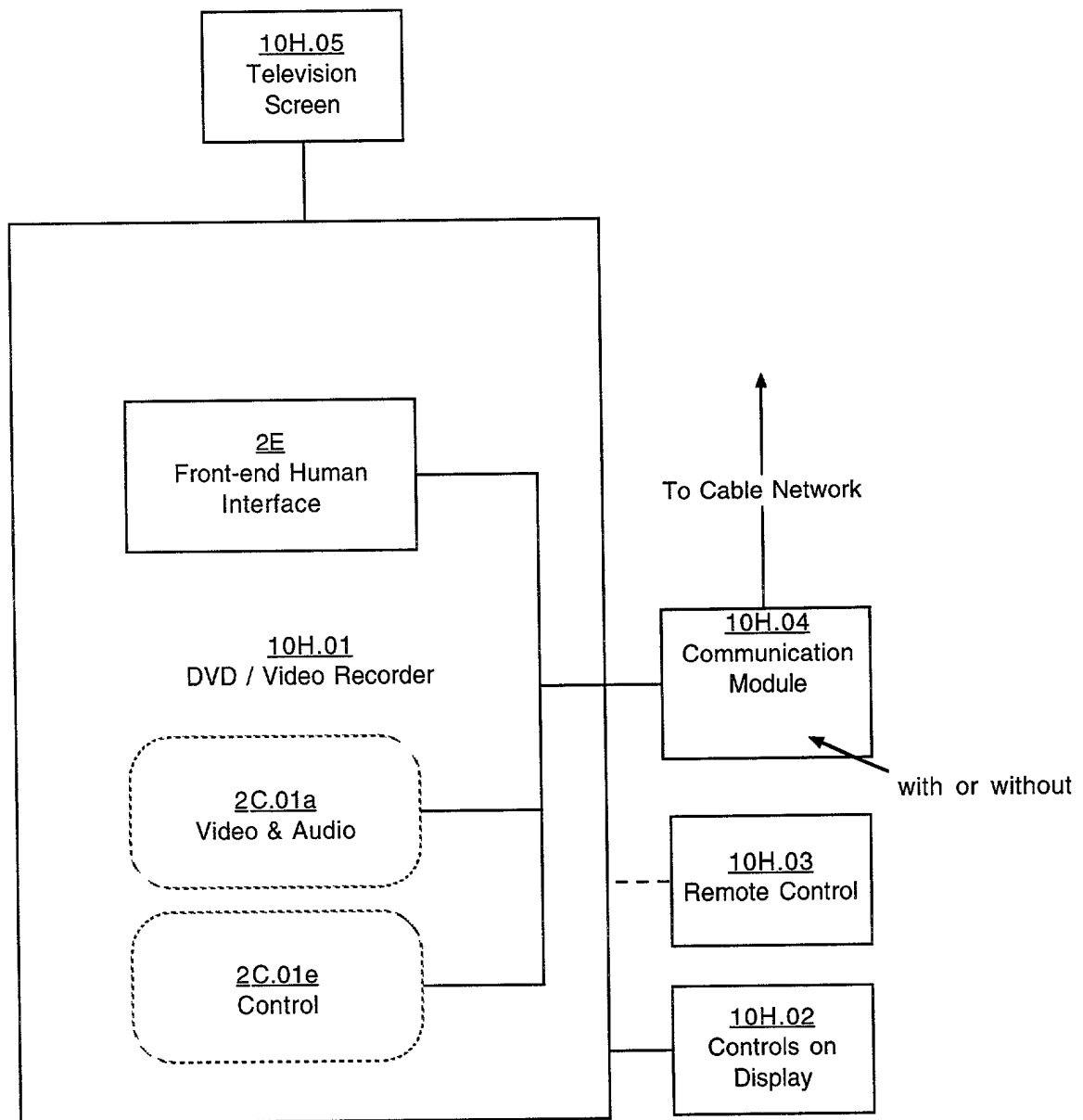


Fig. 10H

Our World Live - Back-end Information Network Infrastructure - Server System Overview

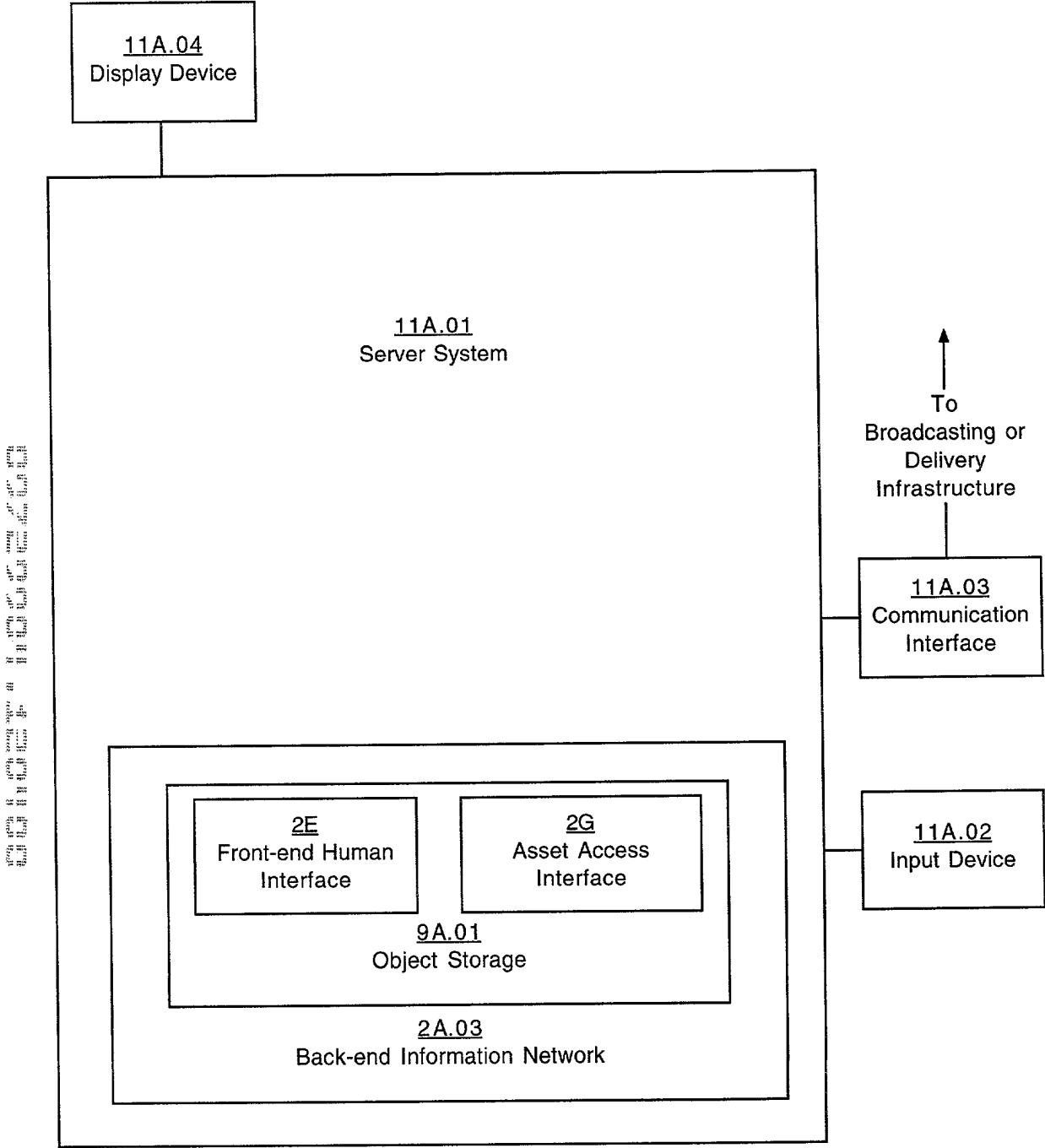


Fig. 11A

Our World Live - Back-end Information Network Infrastructure -
Example Single Server System

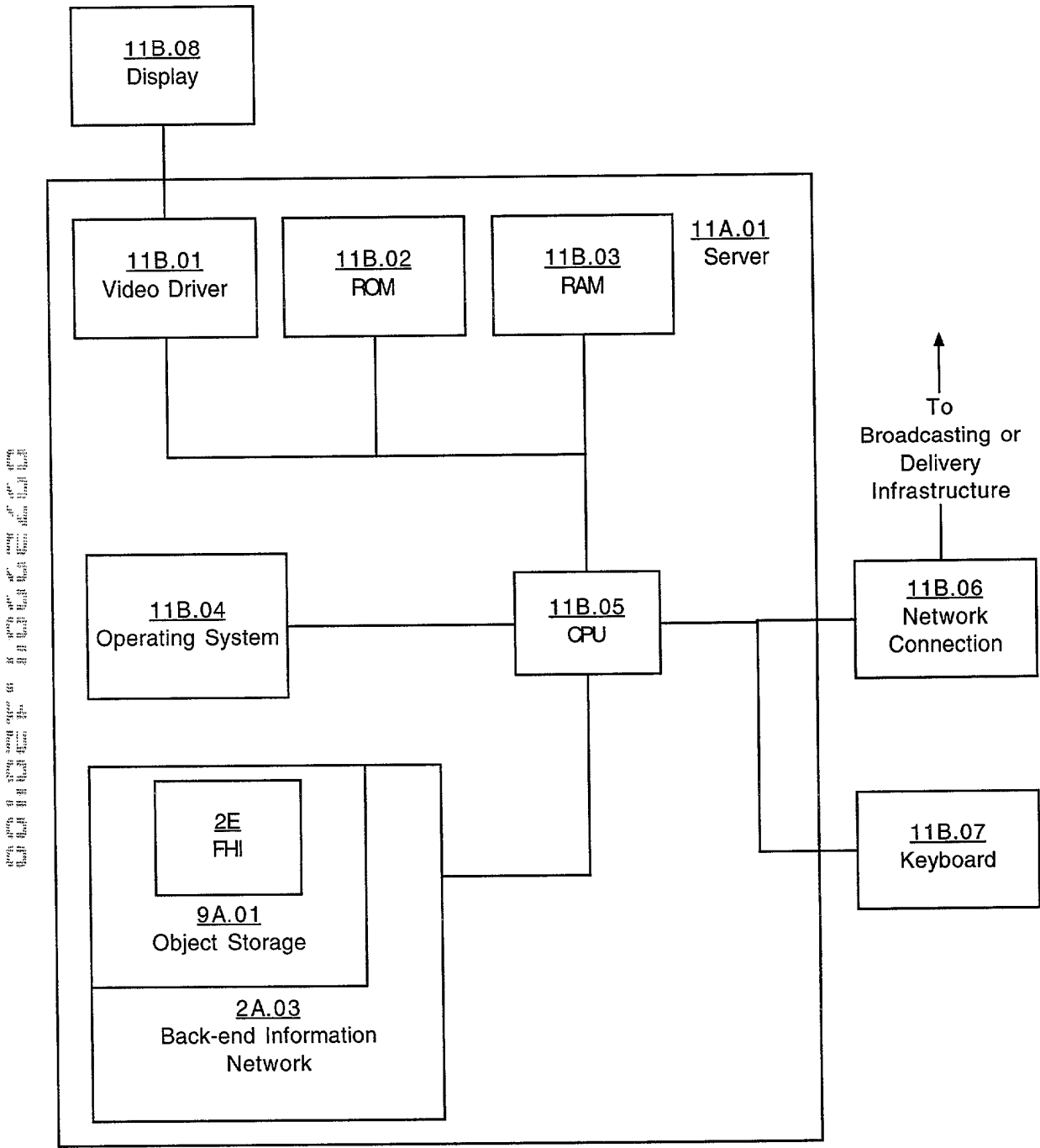


Fig. 11B

Our World Live - Back-end Information Network Infrastructure - Multiple Server Systems or Cluster

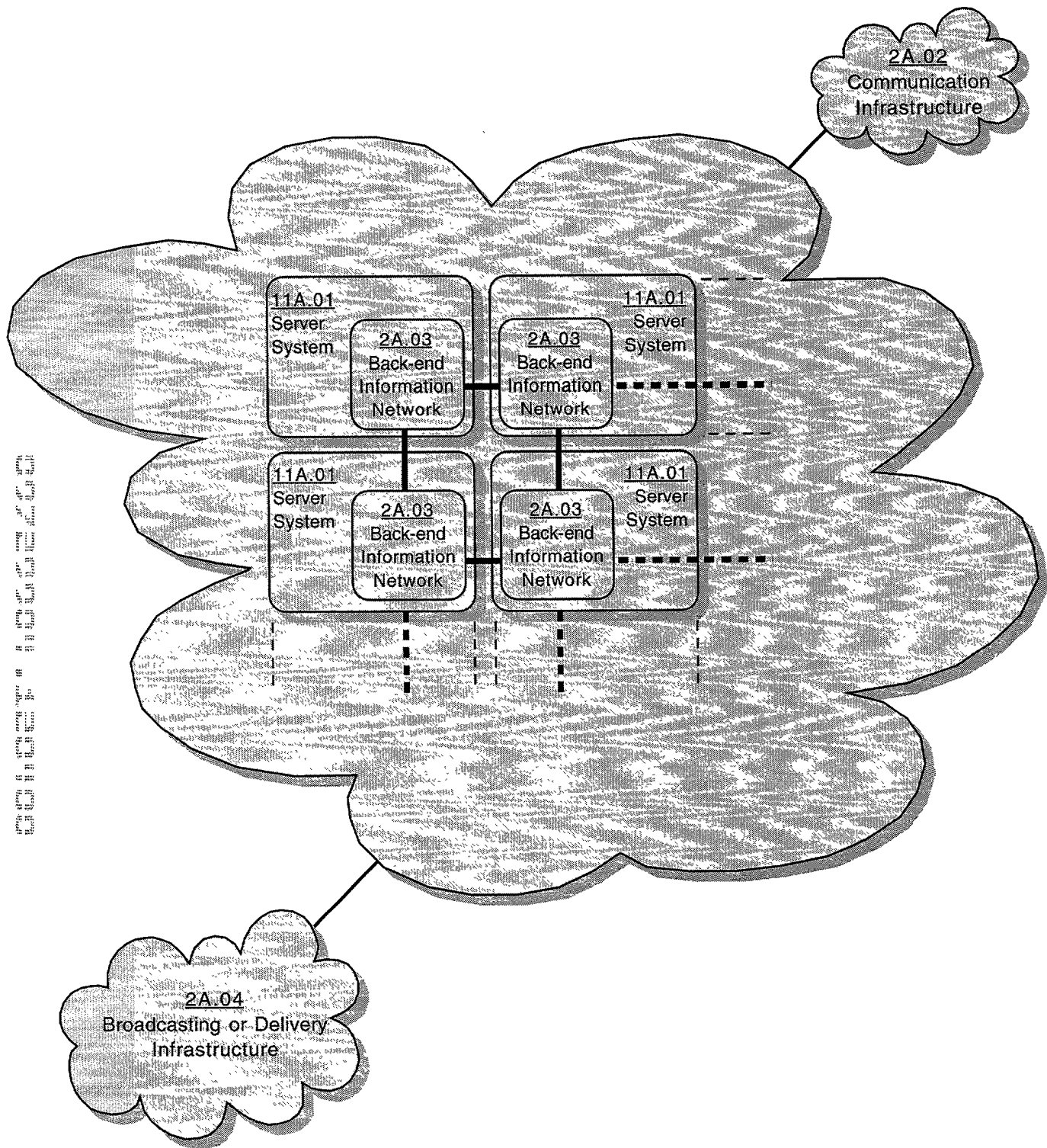


Fig. 11C

Our World Live - Front-end Human Interface - User Interface Overview

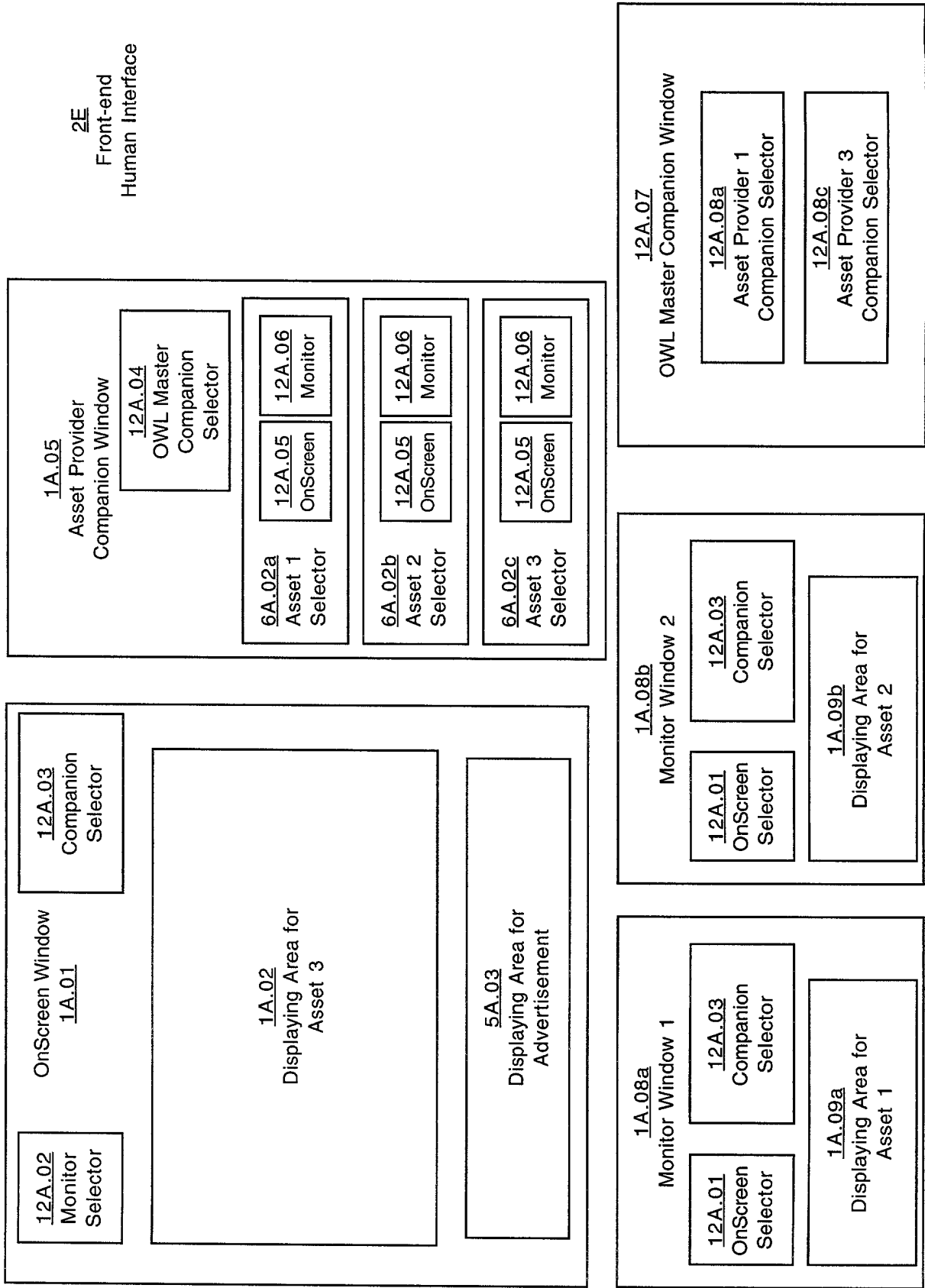


Fig. 12A

Our World Live - Technical Concept - Functionality provided through the FHI Boot Sequence

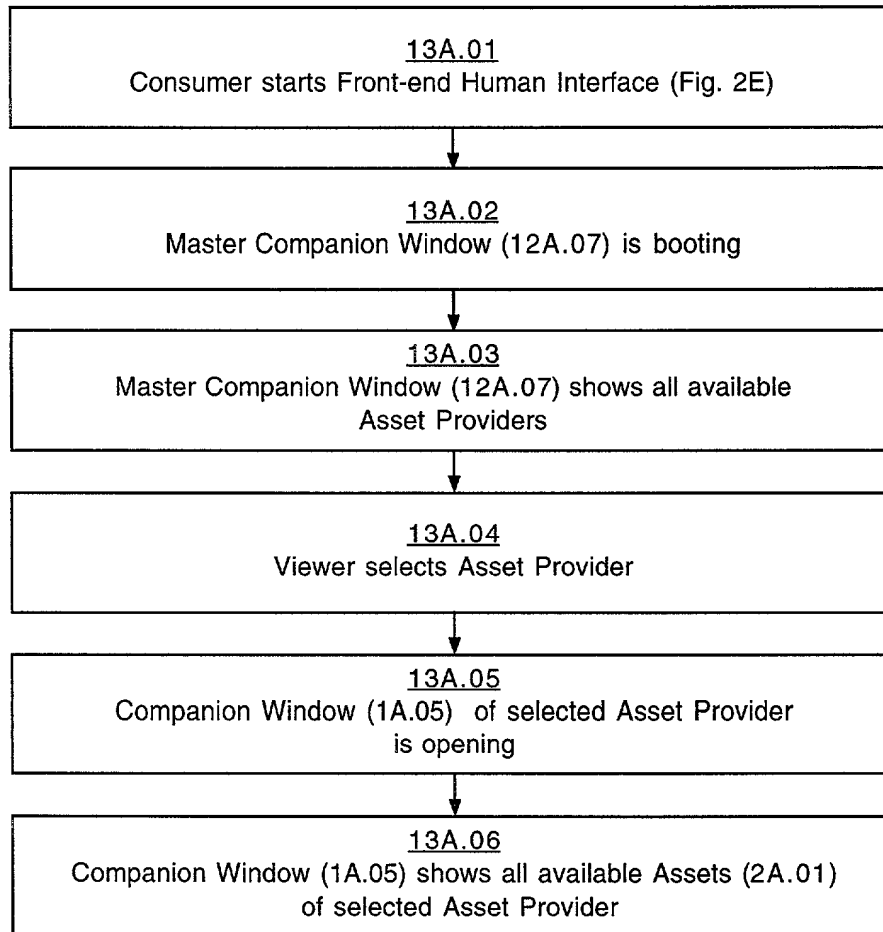


Fig. 13A

Our World Live - Technical Concept -
Functionality provided through the FHI
Choosing an Asset

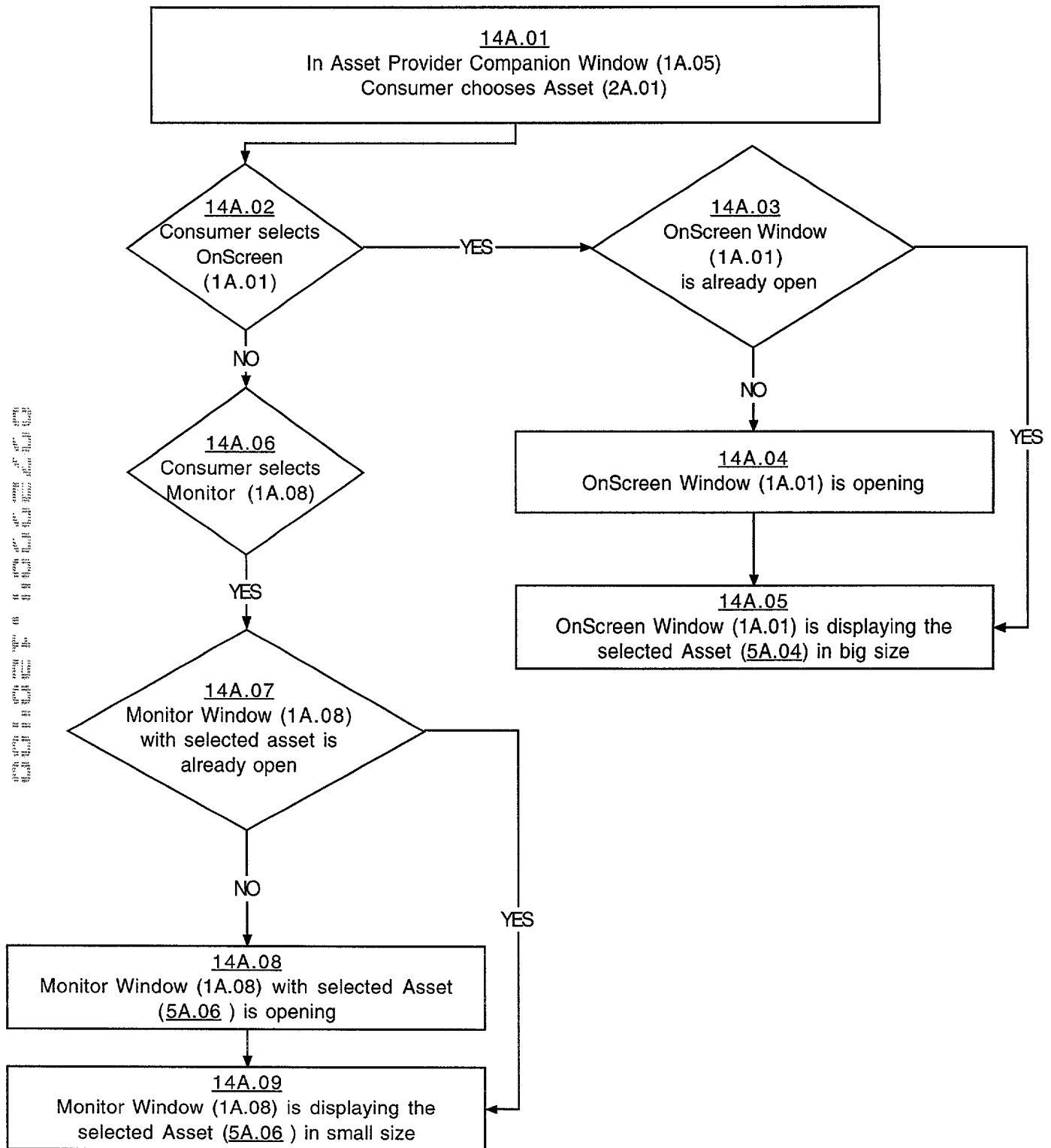


Fig. 13B

Our World Live - Technical Concept -
Functionality provided through the FHI
Selecting the Master Companion

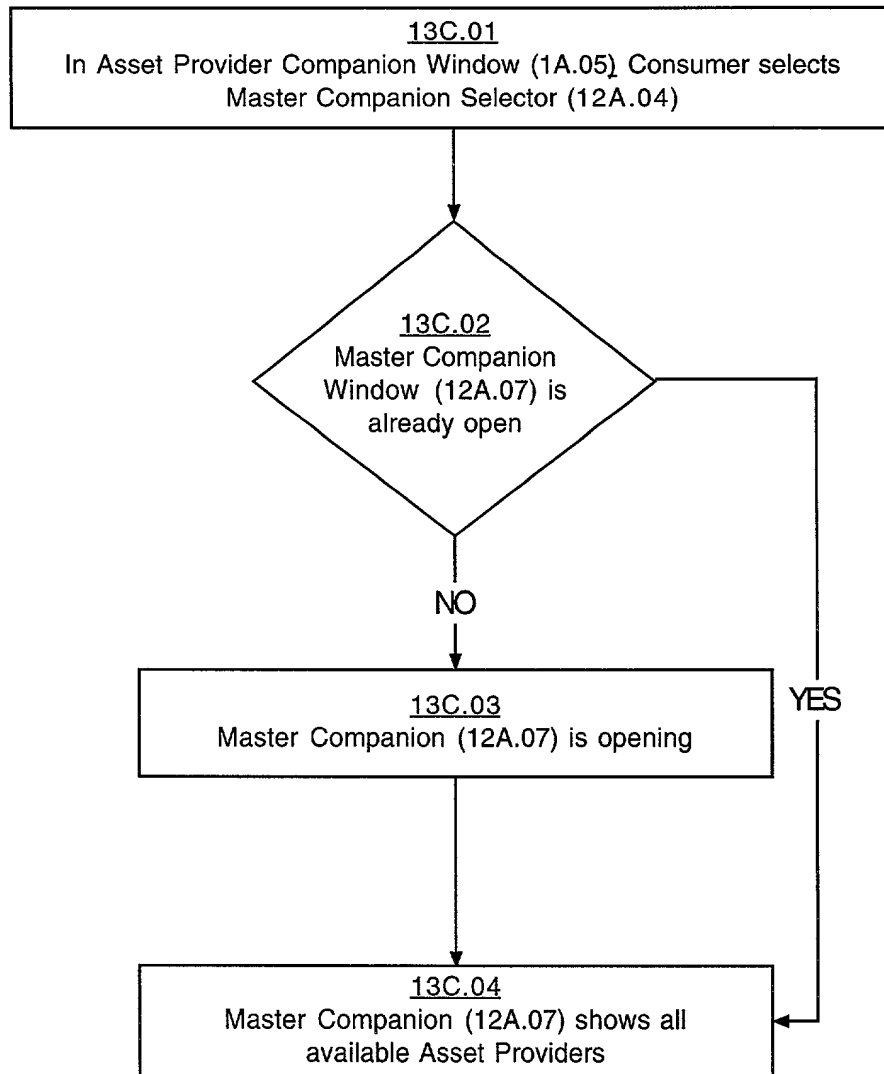


Fig. 13C

Our World Live - Technical Concept -
Functionality provided through the FHI
Sending the OnScreen to a Monitor

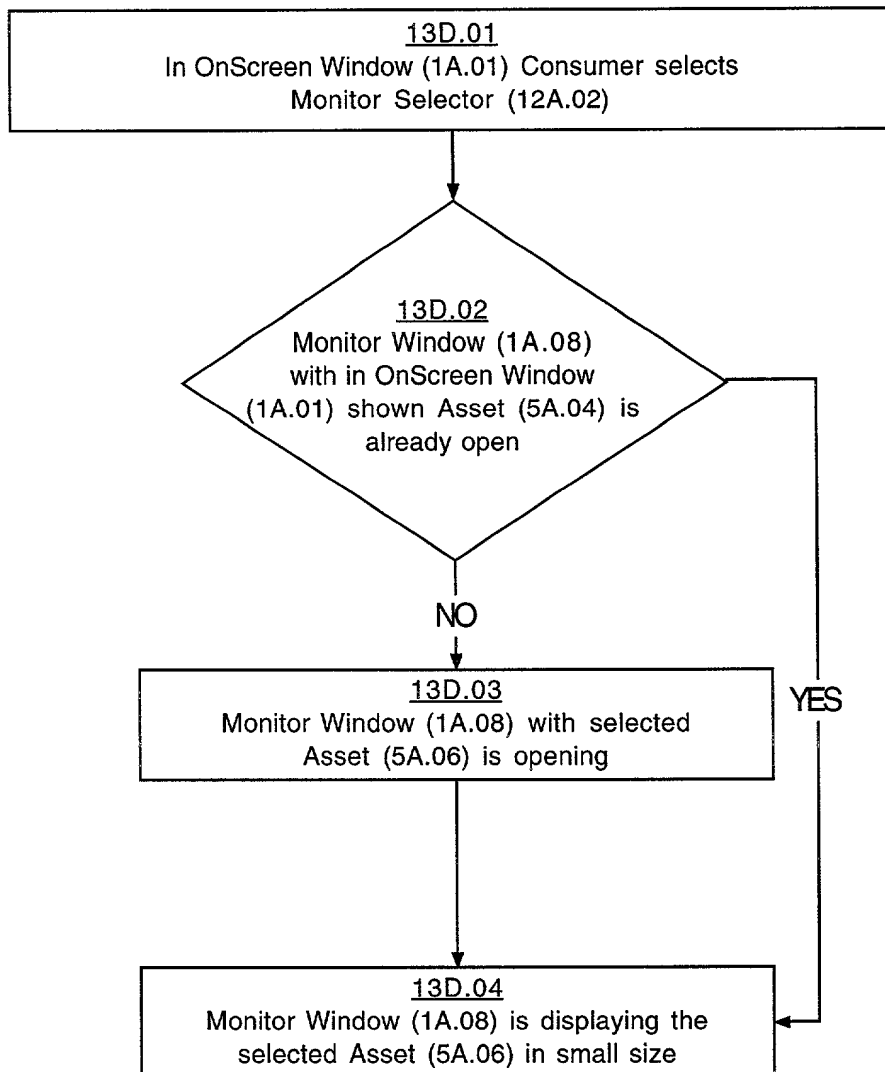


FIG. 13D

Our World Live - Technical Concept -
Functionality provided through the FHI
Opening Companion from OnScreen

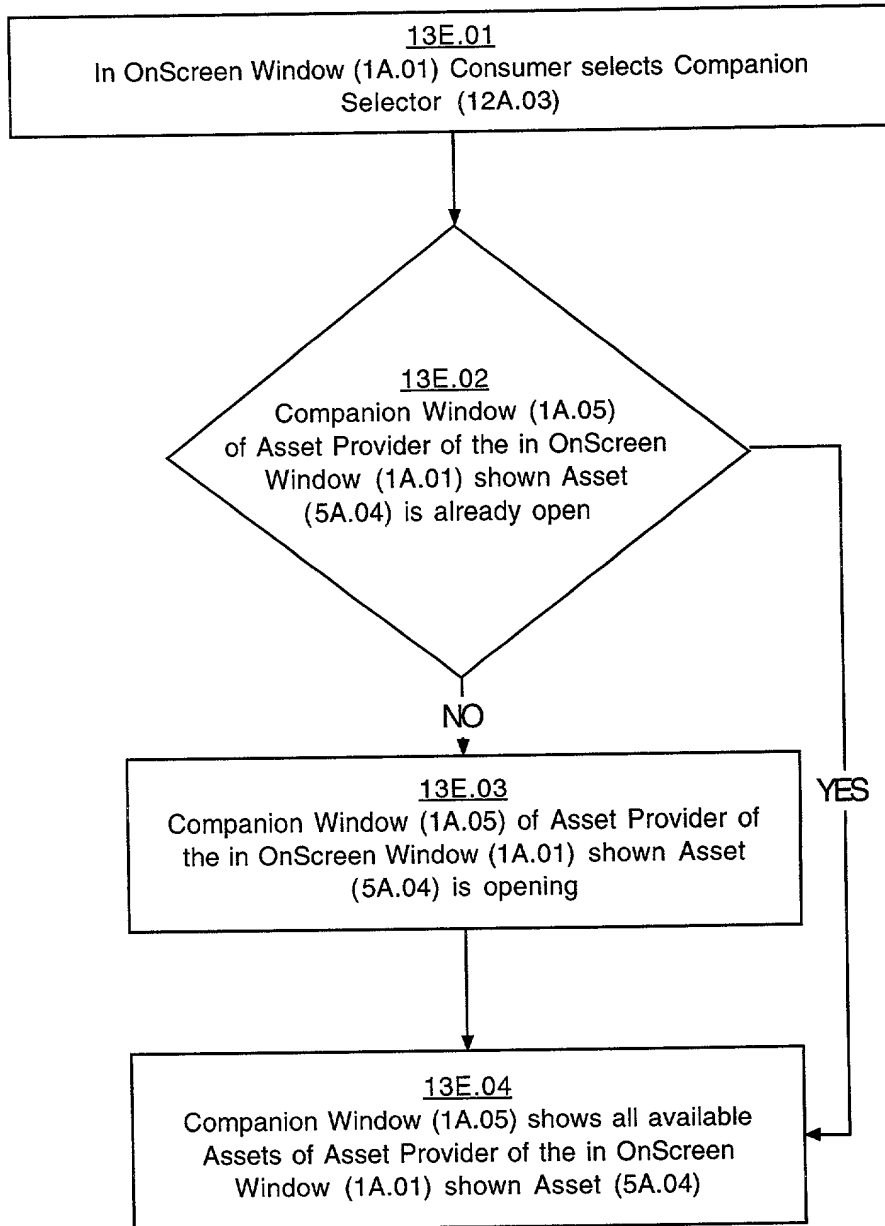


Fig. 13E

Our World Live - Technical Concept -
Functionality provided through the FHI
Sending the Monitor to the OnScreen

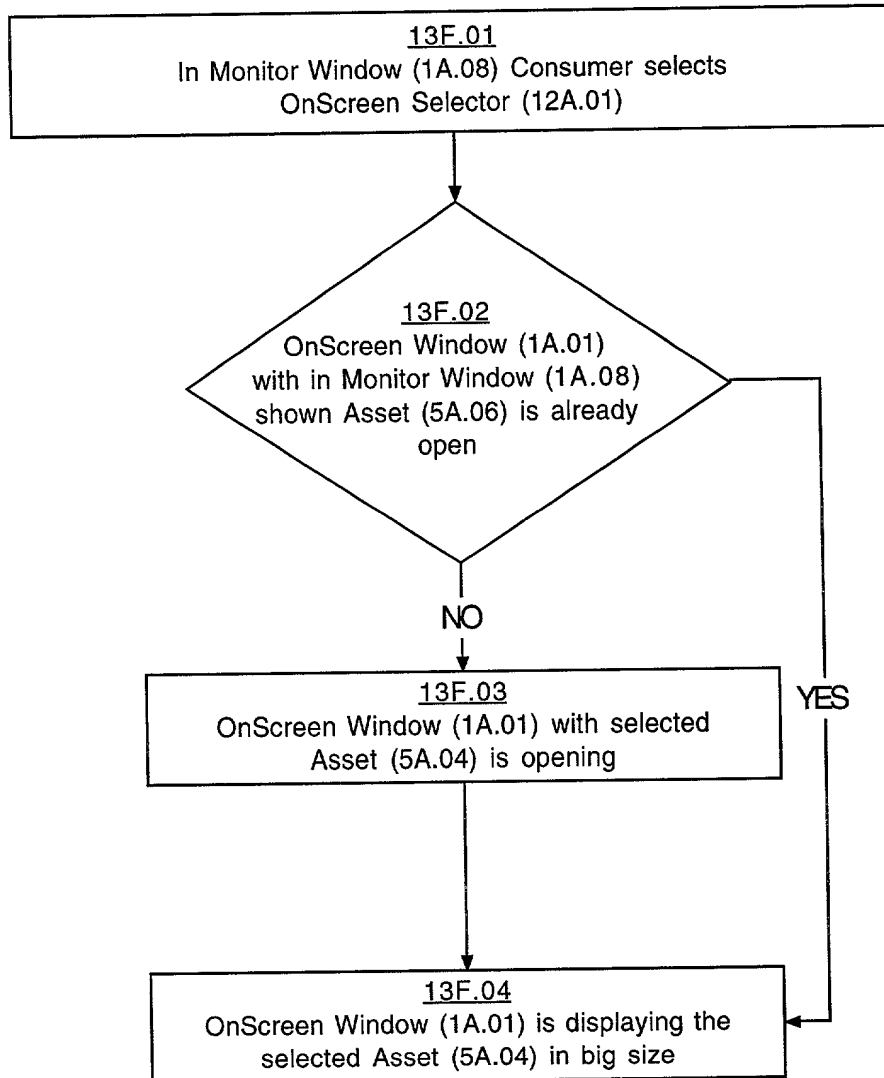


Fig. 13F

Our World Live - Technical Concept -
Functionality provided through the FHI
Opening the Companion from a Monitor

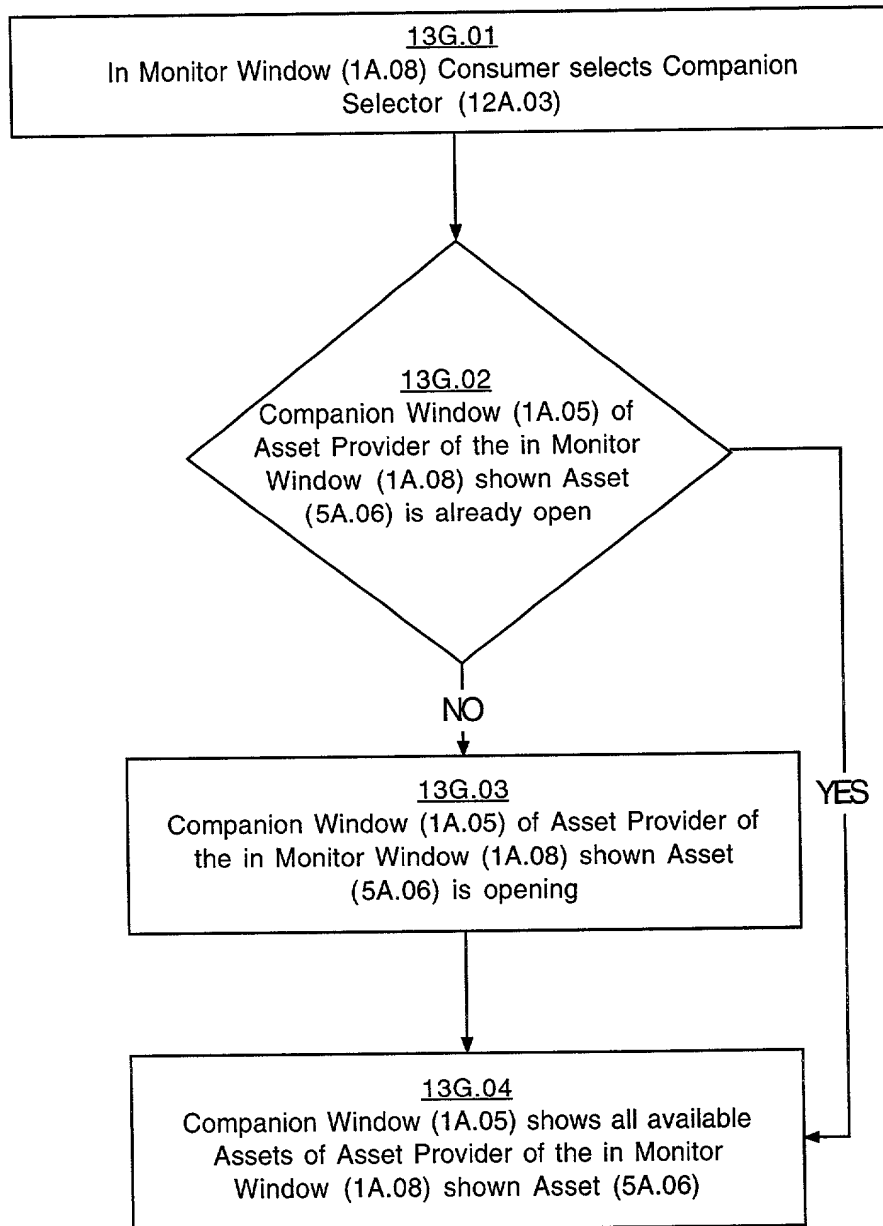


Fig. 13G

Our World Live - Technical Concept - Access Device Deployment Service - Bootlink/Start

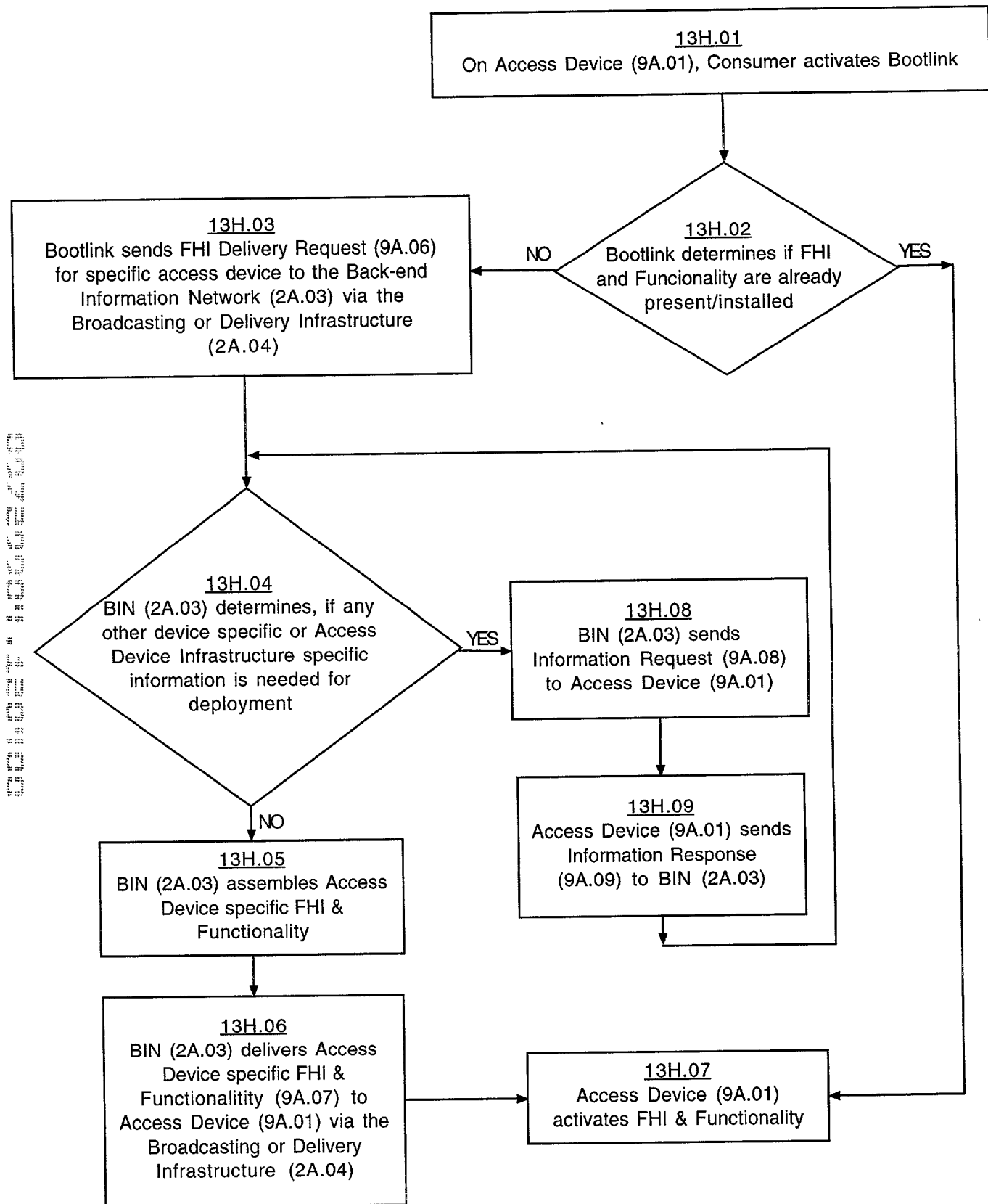


Fig. 13H

Our World Live - Technical Concept - Dynamic FHI Assembly

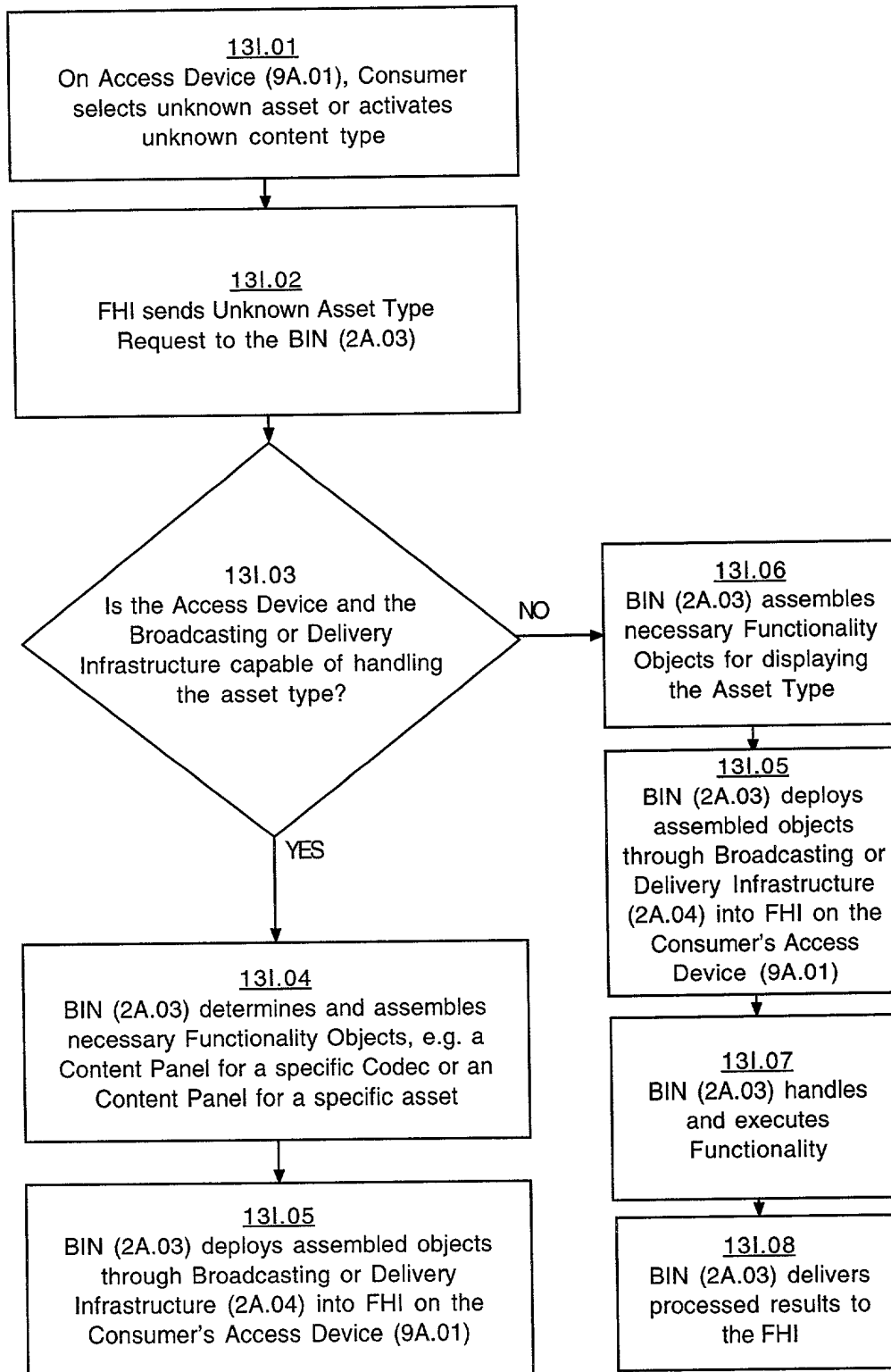


Fig. 13I

Our World Live - Technical Concept - Virtual Access Environment

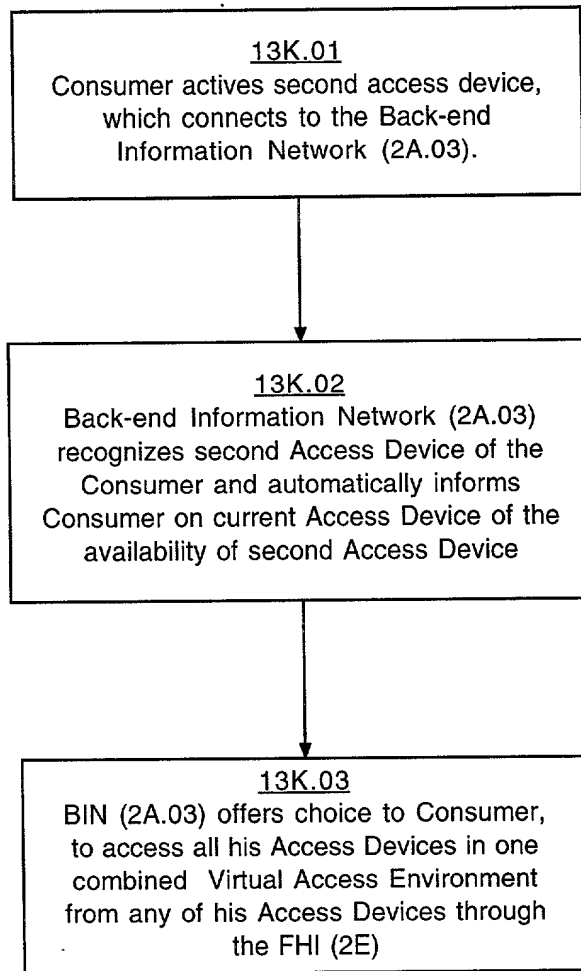


Fig. 13K

Our World Live - Front-end Human Interface - Screen Layout Alignment Tools

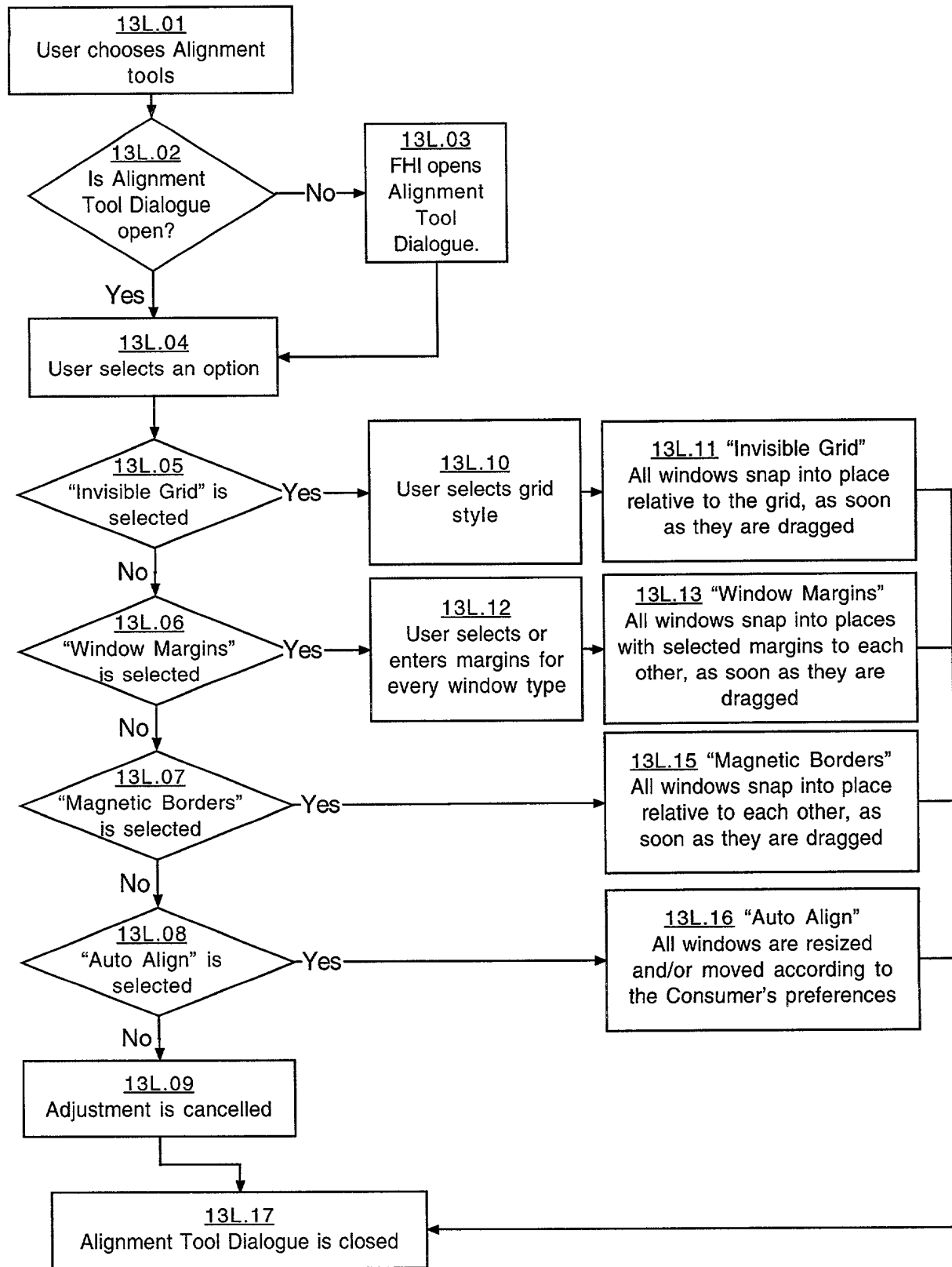


Fig. 13L

Our World Live - Electronic Commerce - General Overview

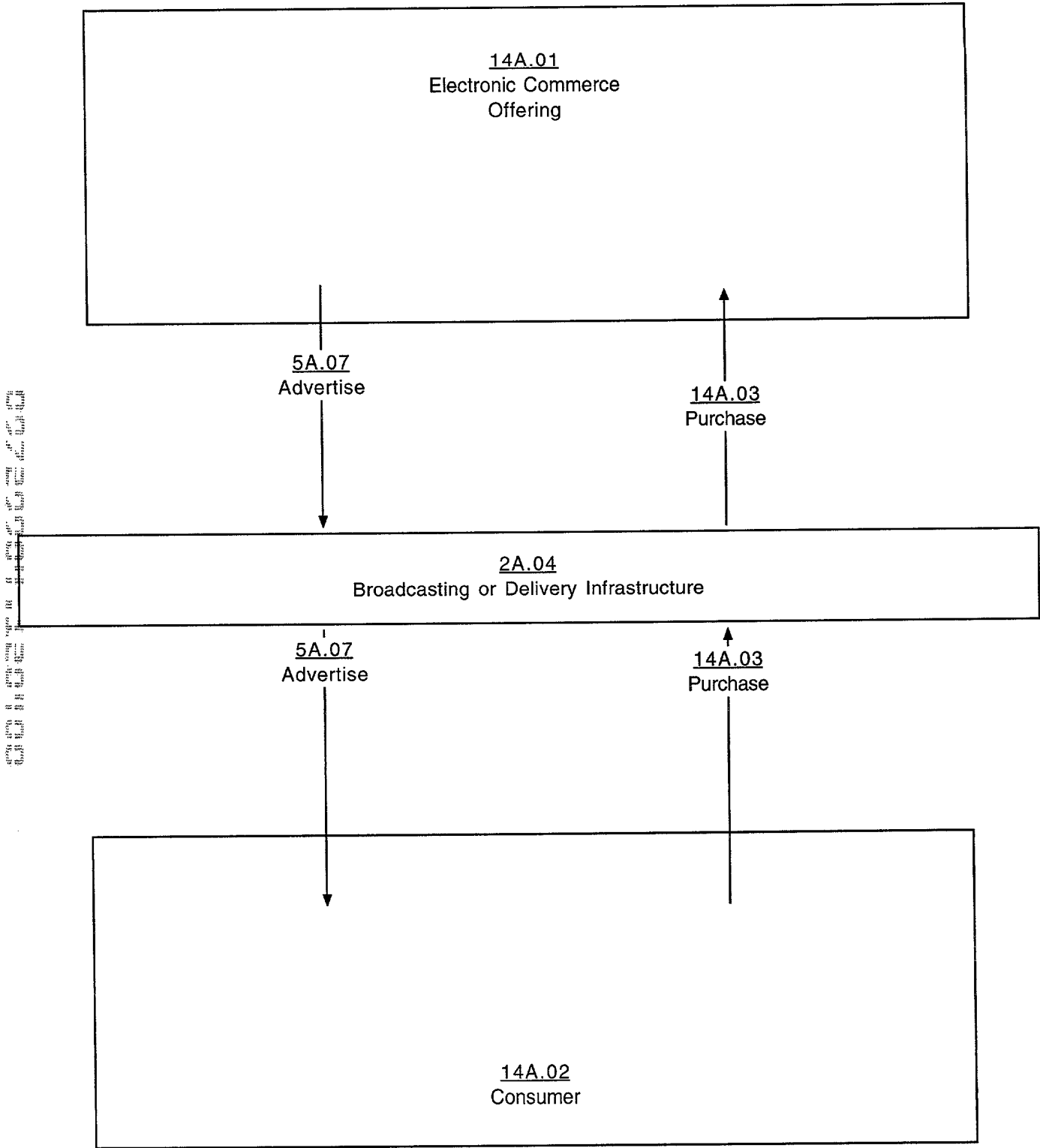


Fig. 14A

Our World Live - Electronic Commerce - Example: Forward to External Store Application

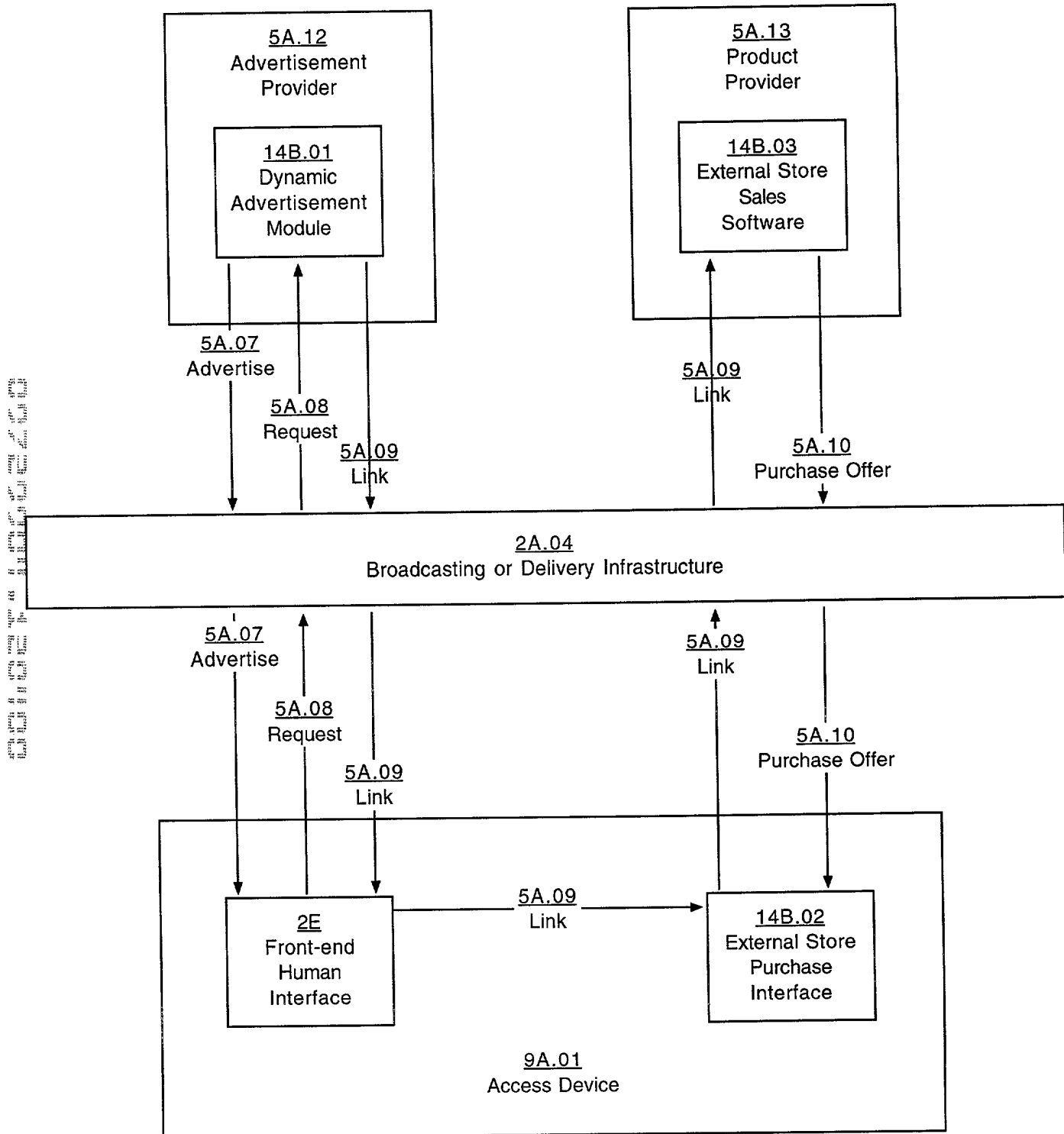


Fig. 14B

Our World Live - Electronic Commerce - Example: Store Integration in Asset Access System

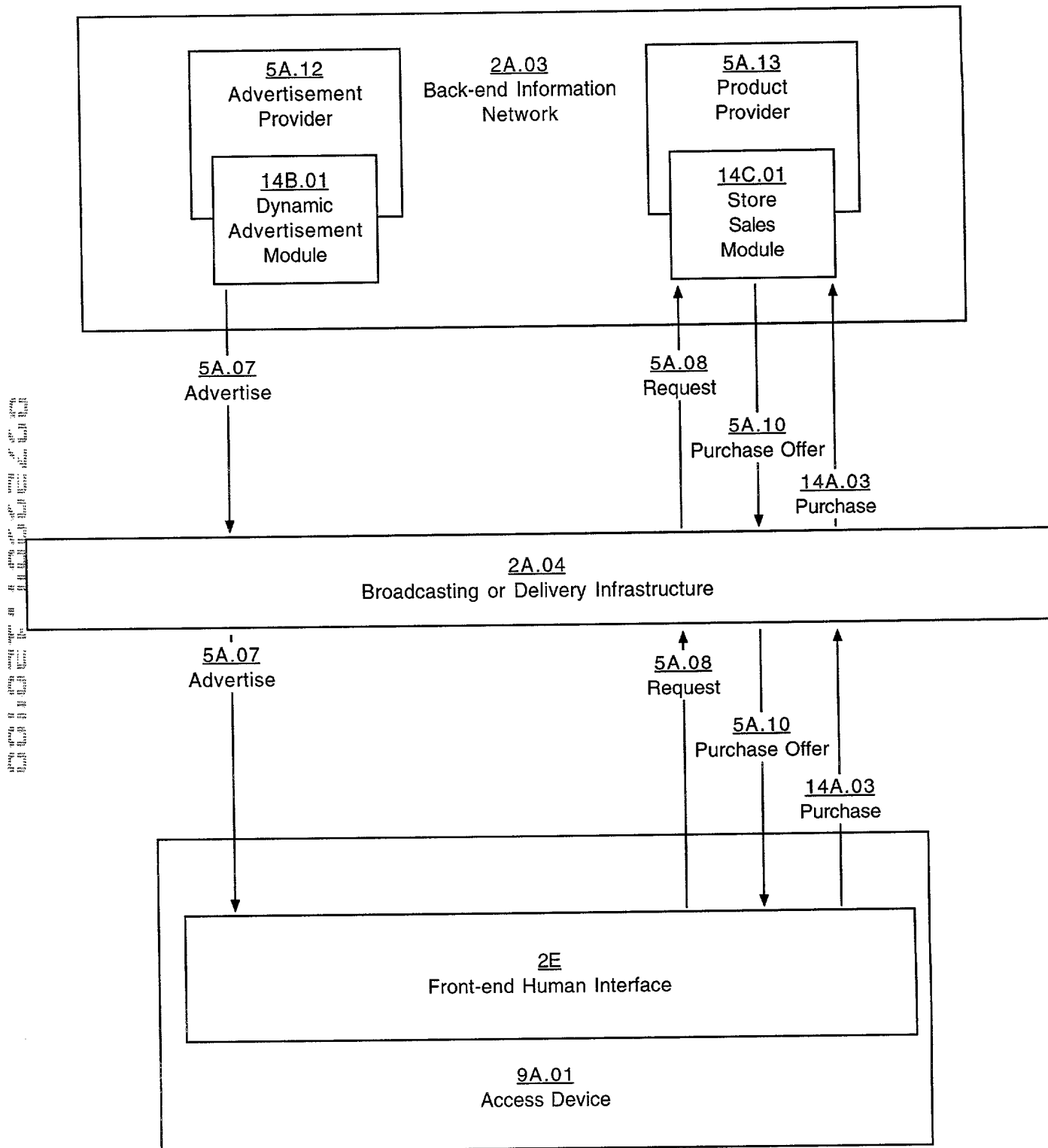


Fig. 14C

Our World Live - Electronic Commerce - Dynamic Advertisement Module

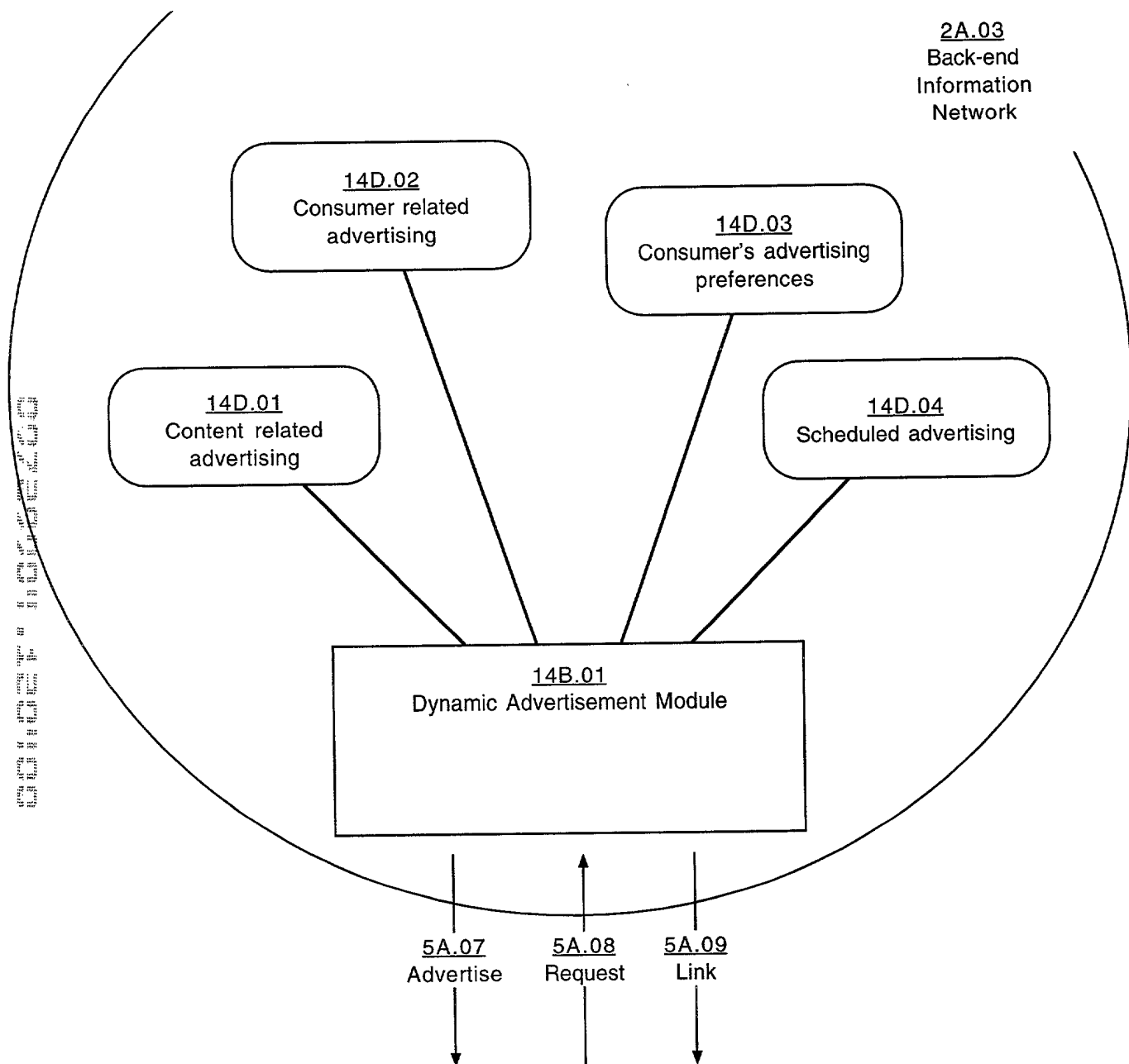


Fig. 14D

Our World Live - Technical Concept - Dependencies of the FHI

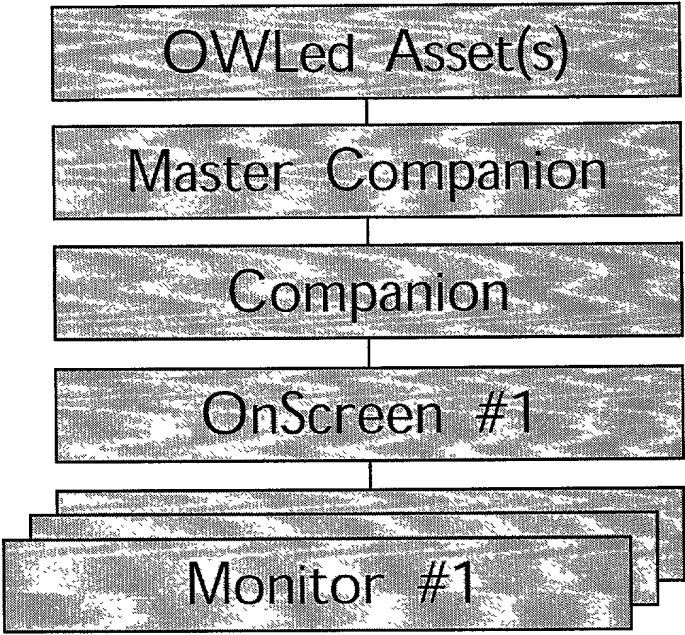


Fig. 15A

Our World Live - Technical Concept - Consumer Access Environment

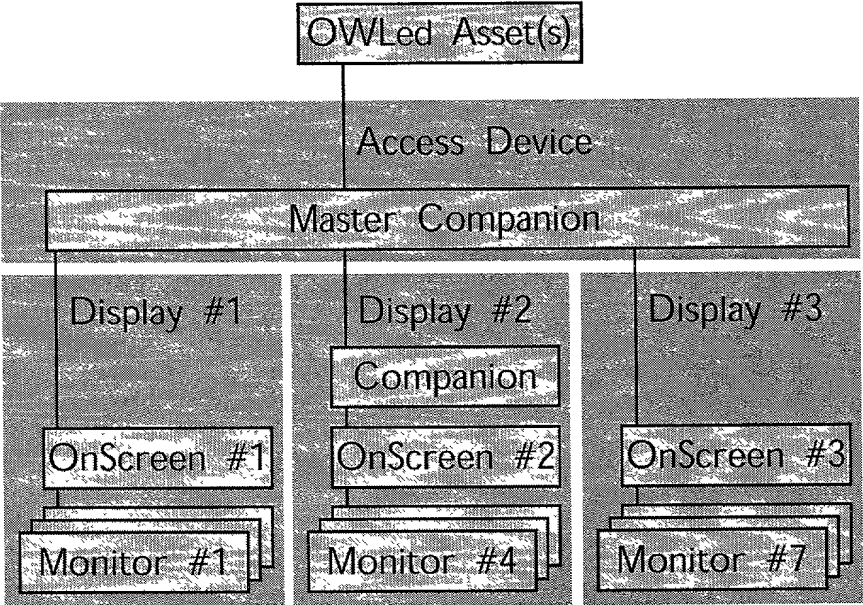


Fig. 16A

Our World Live - Technical Concept - Virtual Access Environment

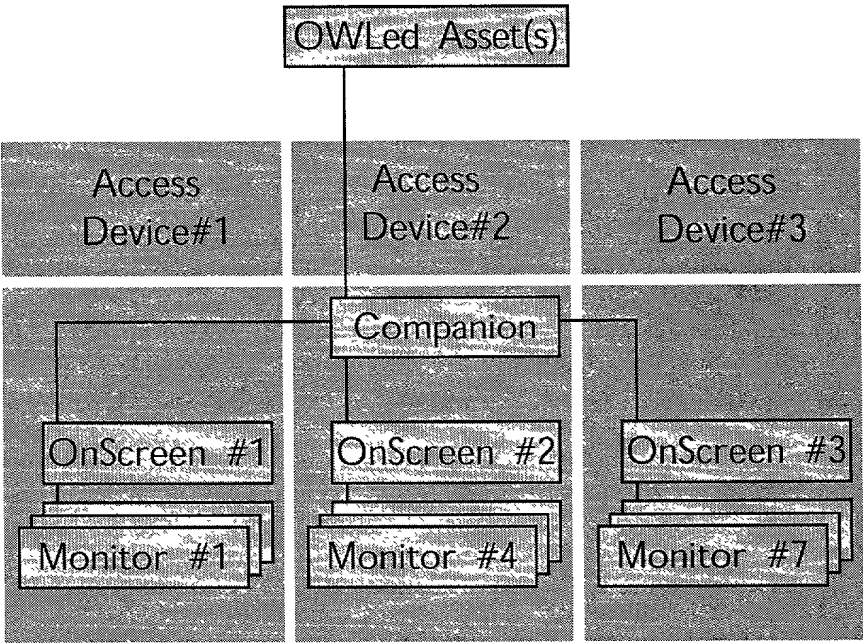


Fig. 16B

Our World Live - Technical Concept - Multiple Asset Offerings

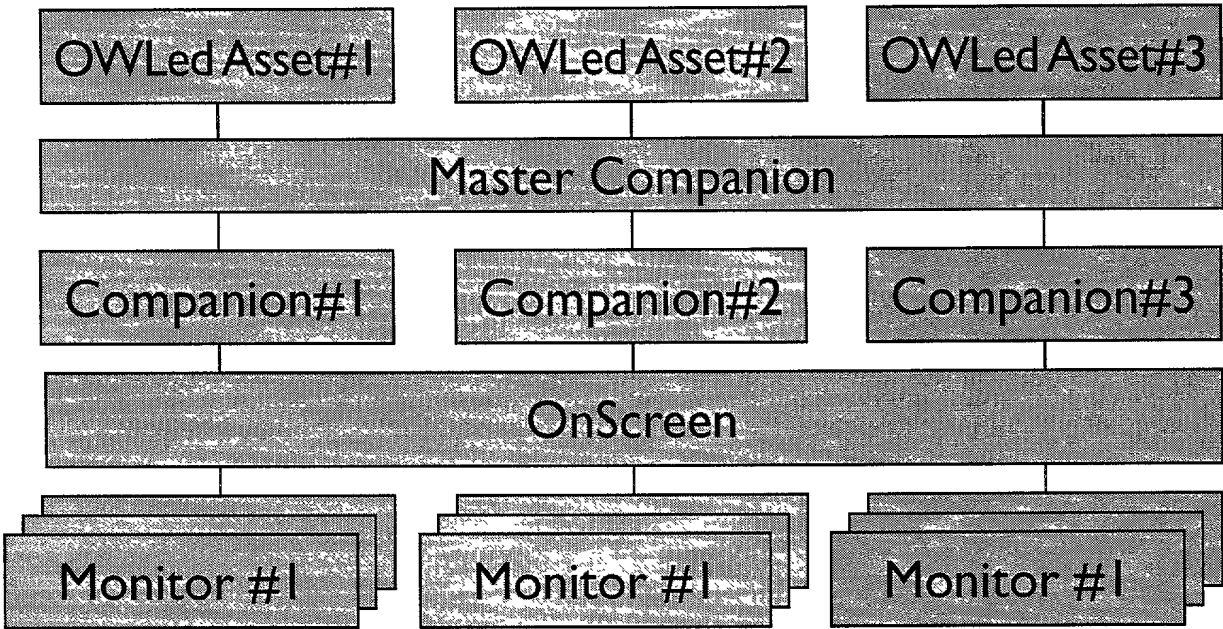


Fig. 17A

Our World Live - Frond-end Human Interface - Screen Layout - Default Windows Setup

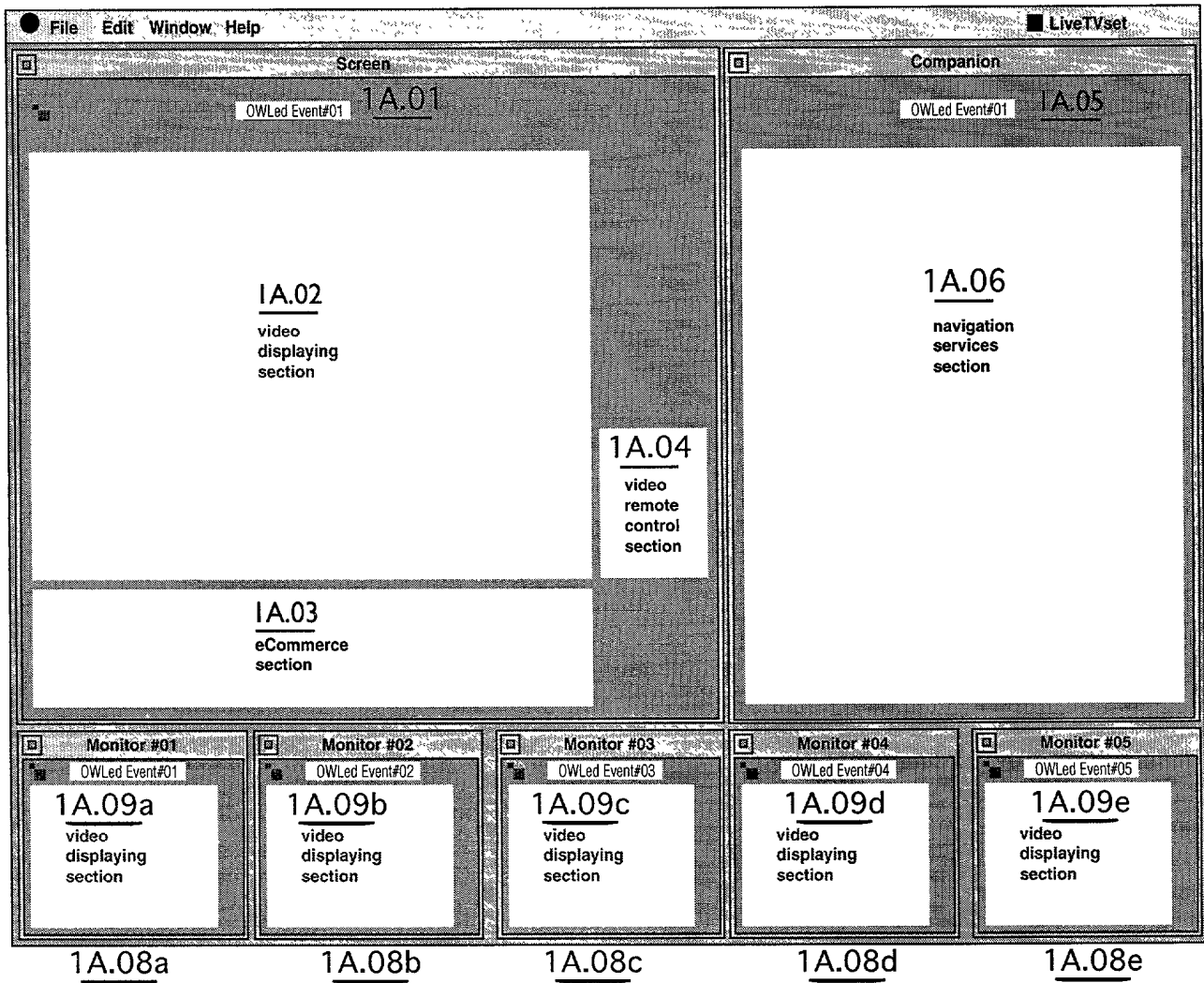


Fig. 18A

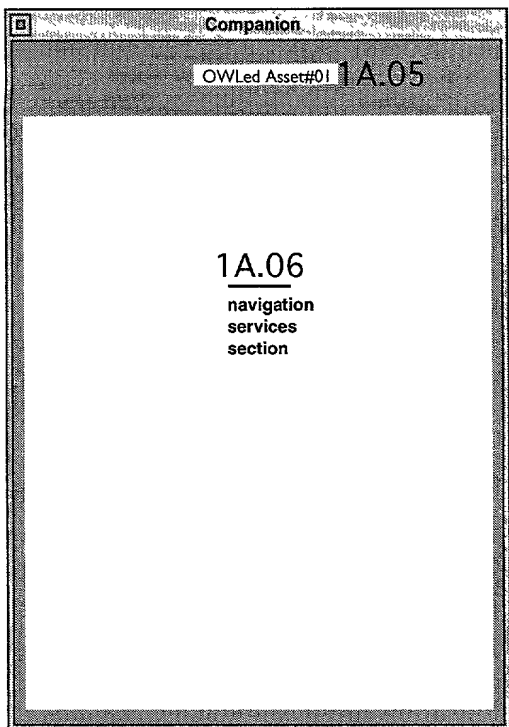


Fig. 19A

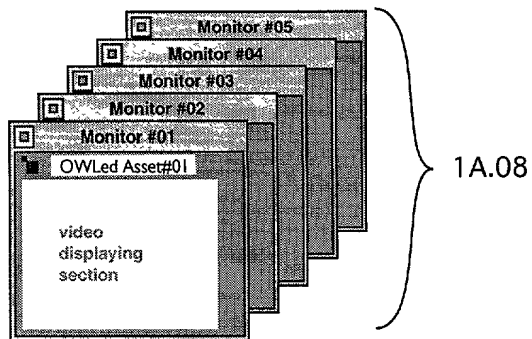


Fig. 20A

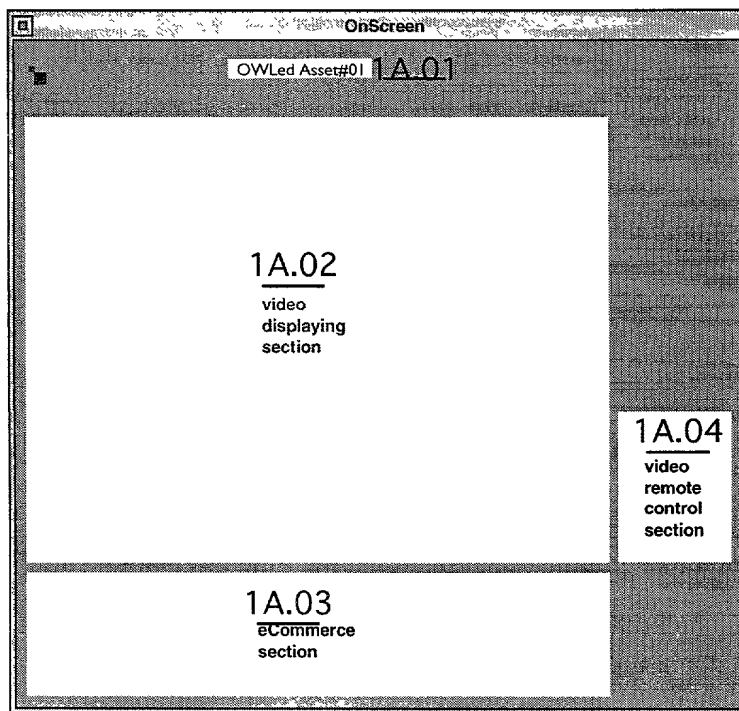


Fig. 21A

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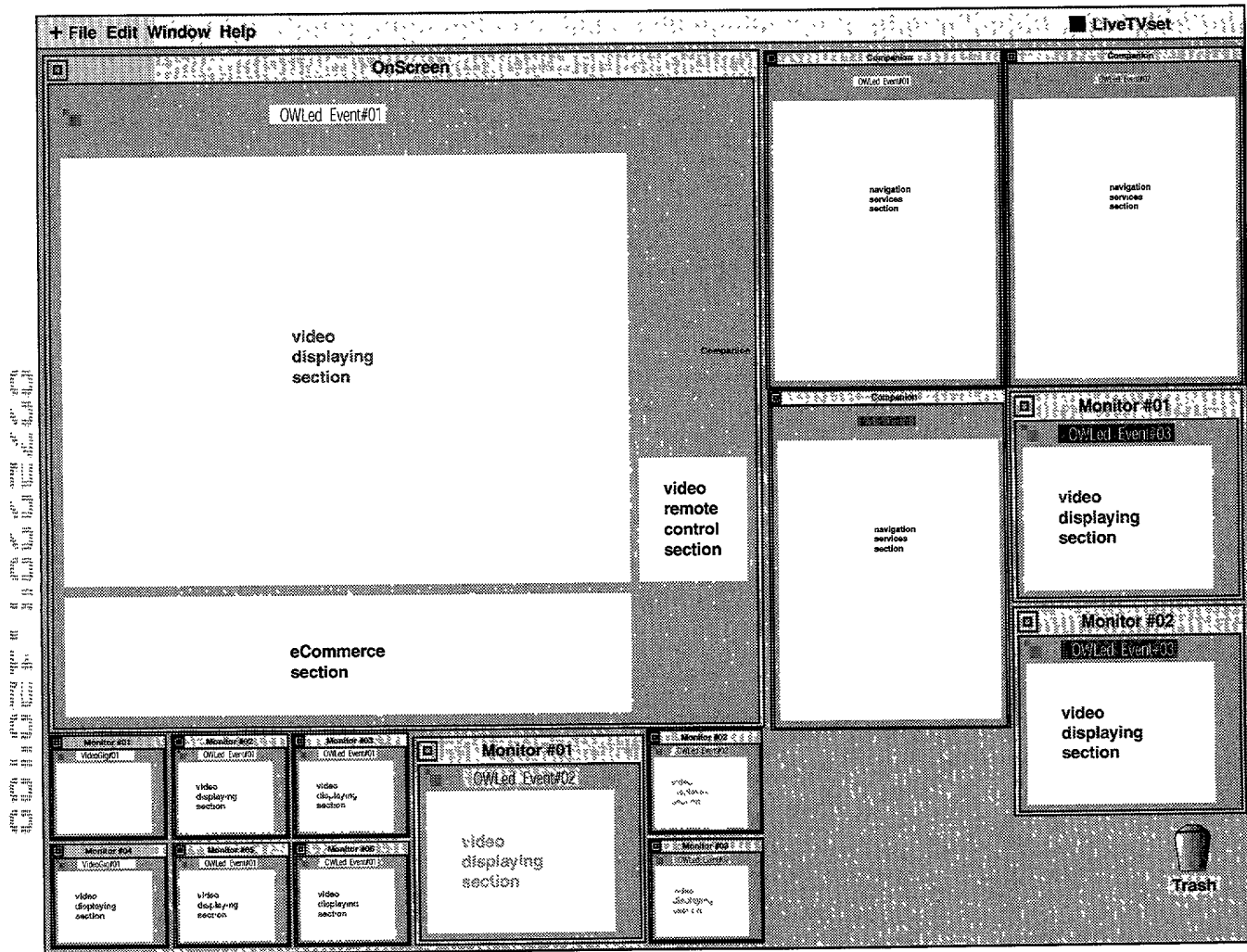


Fig. 22A